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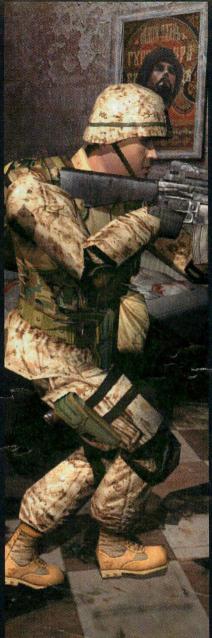
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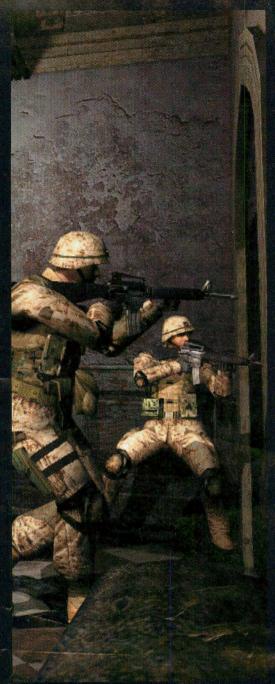
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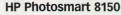
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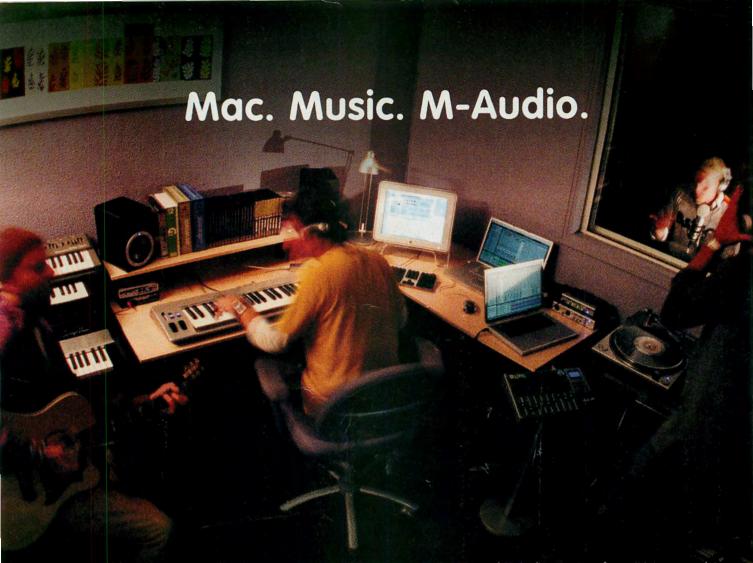
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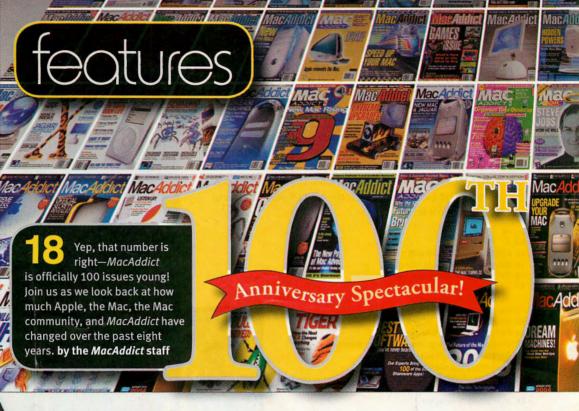
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DECEMBER2004 NO.100•VOLUME9•ISSUE12

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28 Shoot Smarter

Want to take better pictures and explore your creative side? You can! We show you how to master your camera's manual controls. by Kris Fong

now to

52 Ask Us

Options are good. We show you how to neuter your keyboard volume keys, print a Finder window's contents, and use the Unix Zip command. Plus, Mac gear for guitarists and how to hack Mac support for just about any CD or DVD burner.

54 Script Folder Actions

AppleScript is a great way to speed through routine tasks, and turning scripts into Folder Actions can make your Mac even more self-reliant. by Johnathon Williams



56 Make your Home **Folder Portable**

Who says you can't take it with you? If it is your Home directory and you have an iPod or external hard drive, we say they are full of beans.

by Niko Coucouvanis

every month

10 Editor's Page

What a long, strange trip it's been...

12 Get Info

Virginia Tech has dismantled its butt-kicking G5-based System X—the world's third-fastest supercomputer—but only so that it can replace its 1,100 Power Mac G5s with 1,100 custom Dual 2.3GHz Xserve G5s. Also, learn how to fix your wonky AirPort connection. get tips on online gaming, check out the world's sexiest camera phone, and a whole lot more.

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- 43 Strata 3D CX 3D-modeling software
- 48 WiFl Spy WiFi detector

50 The Hot List

We'd spend our own hard-earned money on these products.













→ DON'T BE A FLASHER

If you're shooting someplace with

evocative lighting, don't use your flash. Instead, bump up your camera's ISO setting to freeze action and keep the mood intact. From "Shoot Smarter," p28.



→ AVOID BLUETOOTH **AFTERTHOUGHT**

With new iMac G5s, you can't install Bluetooth internally after your order has been built; if you decide you want it later, you have to use an external Bluetooth adapter. From Reviews, p38.

→ PRINT A WINDOW

Want to print a list of a folder's contents? Just drag the folder's icon onto your Print Setup



Utility icon and-bam!-one window-list printout, coming up. From Ask Us, p52.

→ ZIP DIFFERENT

Want to zip something quick? You can access the Unix Zip tool by Controlclicking a file or folder and selecting Create Archive Of in the contextual menu. From Ask Us, p52.

78 Log Out

Readers dish the dirt on techtile underwear, diamond-studded iPods, a CNN VP's finances, and more. Plus, nab expert advice from the rank and file on AirPort Express and stop-motion video.

79 Contest

Win one of our best prizes ever-almost \$2,000 worth of powerful software, including Adobe Creative Suite, Adobe Expert Support, and Microsoft Office 2004 for Mac.

80 Shut Down

A state-funded monotechnic institute gives Virginia Tech a run for its money, building one of the least expensive supercomputers to date.



We wanted to give you an extra-special thank-you gift to celebrate MacAddict's 100th Issue Spectacular, so How-To Editor Niko Coucouvanis created Ask Us oMatic, a comprehensive compendium of every question ever answered in the eight years of our Ask Us section. We also bring you 30 apps and utilities, plus some classic MacAddict video and audio snippets. Start celebrating!

EVER answered in our A the Disc December 2004

Ask Us oMatic

In our 100 issues, our Ask Us section has answered exactly 874 questions. Here's a searchable database of all of 'em.



Strata 3D CX 4.1 trvout

Read our review of this powerful yet easy-tomaster 3D software on page 43, then try it for yourself.



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AUDIO & MUSIC

Gultar Tuner 5.0.3 Music Man 1.0

FUN & GAMES

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GRAPHICS & MULTIMEDIA Forty-Two DVDVX Plus 2.4

MacOSaiX 1.0.1

Photo/Graphic Edges 6.0 demo Strata 3D CX 4.1 tryout

INTERNET & COMMUNICATION

eMail Bounce Handler 2.1 iGetter 2.0

JiWire Hotstop Locator 1.0 UTILITIES Skype 0.10.0.1 beta Web Dumper 2.2

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DiskTracker (Classic) 2.3 DiskTracker (OS X) 2.3 **Print Window 3.0.2** Shredlt X 5.5.1

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Staff Video: Happy Anniversary. MacAddict!

Reminisce with original MacAddict staffers about the origin of Max.

how the magazine got its name,

and why our readers are the heart and soul of MacAddict.

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If you don't receive the Disc with your copy of MacAddict, you might want to consider upgrading. Each monthly disc contains cool demos, useful shareware and freeware, and the inimitable MacAddict Staff Video. To get 12 issues of MacAddict that include this value-packed disc with your subscription (prorated if necessary) for just \$1 more per Issue, call 888-771-6222—the operator will take care of everything.

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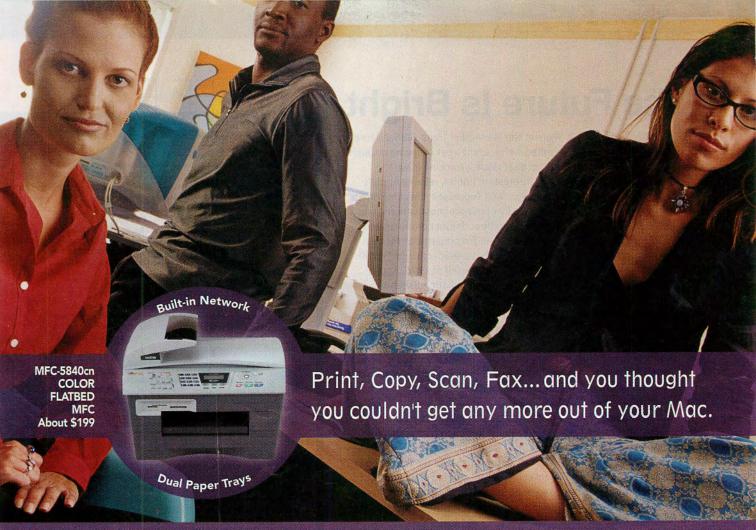
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The Future Is Bright



Here at the MacAddict Trans-Global Nerve Center, we've spent weeks digging through all our past issues, tracking down the most interesting tidbits, reliving Apple's challenges and successes, checking on the perspicacity of our prognostications, and reminiscing about defunct products and technologies-all in preparation for this month's "100th Issue Spectacular" (p18). Think back to the fall of 1996. Apple

was floundering in a beige world of well-nigh indistinguishable products, and pundits were slavering over the jackbooted onslaught of Microsoft's me-too Windows 95 while cocksurely crowing that it was curtains for our beloved Macintosh. This was the climate in which MacAddict debuted.

Fooled 'em, eh? From our very first cover, which promised to reveal "Why the Mac's Future Is Bright," the editors and artists of MacAddict have remained confident that not only was the Mac here to stay, but the best was yet to come.

And we were right. Steve Jobs's revitalization—and simplification of the Mac and PowerBook product lines, Jonathan Ive's visionary design of the original iMac, Jon Rubenstein's careful attention to every hardware detail, and Avie Tevanian's stewardship of the transition to Mac OS X have kept the Mac a step or three ahead of its Wintel competitors and have provided peecee pushers with a steady stream of innovations to copy: Think USB, FireWire, and wireless networking, for starters.

However, as important as the contributions of Steve, Jonathan, Jon, and Avie have been-along with the blood, sweat, and tears of each and every member of their talented teams-the most important guardian of the Mac's continued ascendancy isn't burning the midnight oil in some Cupertino lab.

The real hero is you. In a world awash in mediocrity, you've remained faithful to excellence. As was true in September 1996 when MacAddict first burst onto the scene, the continuing success of the Mac-and, for that matter, the magazine you now hold in your hands—is due to you and your fellow Mac addicts. Because of you, the Mac's future remains bright, and we'll be here to celebrate it with you in our 200th issue.

Thanks.



comingsoon:january2005

Here's what our editors are preparing for the next issue of MacAddict.

No more listening to pukeworthy Air Supply tunes while on infinite tech-support hold-Total Troubleshooting will show you how to tackle problems immediately. We'll also introduce you to free open-source apps comparable to pricey commercial software. We'll then get Linux running on a Mac Classic, learn to take killer point-and-shoot photos, turn our .Mac HomePage into an iBlog, and get the skinny on Bare Bones' BBEdit 8, Wacom's Intuos3, Ableton's Live 4, SmartDisk's FlashTrax, and more.

Q. What will be on the cover of MacAddict's 200th issue?



Jenifer Morgan FRIEND AND COUNTRYMAN What will be on the cover of MacAddict's 200th Issue? It will be the "New Roman Empire" cover. Reviews Editor Roman Loyola, having at last made peace between warring Mac and PC factions, will appear wearing a gilded toga.



Niko Coucouvanis SPACE BARTENDER What will be on the cover of MacAddict's 200th issue? I reckon it'll be me on the cover of issue 200, at least if everything goes according to plan. By MacAddict's 200th, I'll have taken over Apple, and all the Mac mags will know to give me

excessive props.



Roman Loyola BICENTENNIAL BARD

What will be on the cover of MacAddict's 200th Issue? Magazines will be digital by then; covers will be interactive. The 200th issue will have an interactive demo of Mac OS XXXIV, code-named Kodkod1. Cover line: Here Komes

the Kodkod!



Noah Tsutsui HOPELESSLY OPTIMISTIC

What will be on the cover of MacAddict's 200th Issue? I'm betting on the 2013 Apple iAuto car, fully equipped with Gigabit AirPort WiFi, 5-terabyte music storage, and three G5 CPUs to ensure I don't get into an accident when watching the

Cartoon Network on the road-all of these devices will run on hydrogen fuel cells, of course,



Mark Rosenthal PLASTICMAN

What will be on the cover of MacAddict's 200th issue? Because of the surge in 3D-modeling technology, Apple will release iExtrusion hardware, which will force doughlike plasticine through various geometric templates. Britney Spears-in

desperate need of work at age 31-will show off this kit on our cover.



Peter Marshutz OLD GEEZER

What will be on the cover of MacAddict's 200th Issue? Windows Shattered! Microsoft files Chapter 11! Blames Security Bugs in Softwarel Plus! Our world-famous superstar experts review the amazing environmentally friendly, disposable, edible,

Power Mac G8! And thousands of other products!



Kris Fong FULL OF BEANS

What will be on the cover of MacAddict's 200th issue? Hmm...100 more issues, 8.3 years from now-that'd be 2013. Didn't the Mayans predict that the world would end on December 12, 2012? Maybe a can of baked beans on the cover would get

delusional survivalists to drive sales through the roof (or whatever's left of it).



Max ÜBERTRADITIONALIST

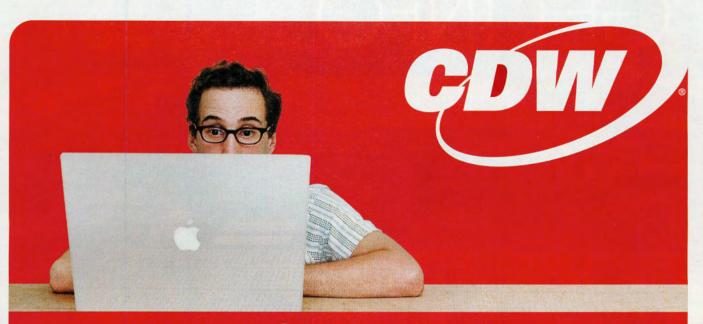
What will be on the cover of MacAddict's 200th issue? The cover of our April 2013 issue will trumpet either "50 Bugs Squashed," "101 Tips," "Dream Machines," "The Latest from Apple," "Hack Your Mac," or "Secrets of the Pros." Hey, if it

ain't broke, don't fix it.

Battle of the Garage Bands

The Envelope, Please...

Joe Satriani and the editors of MacAddict and Guitar World listened to hundreds of your entries and found some stellar winners! The winner of the Battle of the Garage Bands Amateur Contest is "Spy Theme 2004 (Live)" by David Lambert. The winner of the Pro Contest is "Bird Song" by Brodie Cunningham, Congratulations! Thanks to all who entered-and rock on, dudes and dudettes!



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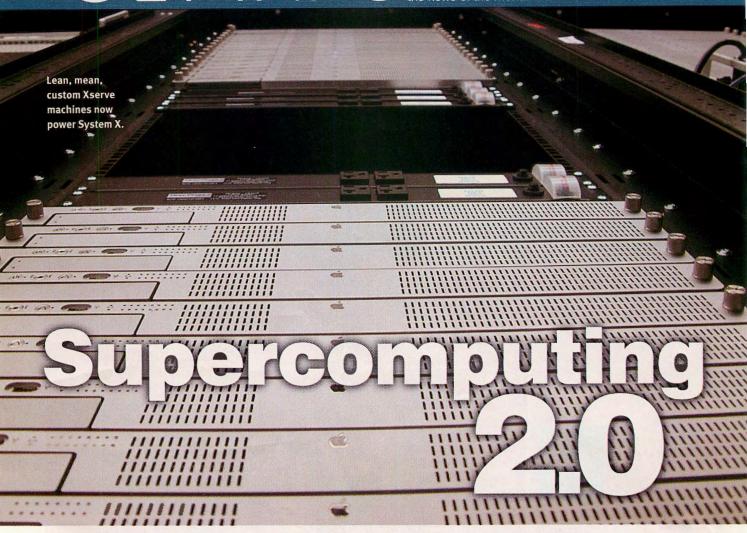
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the news of the month in bite-size chunks



Virginia Tech's second Hokie supercomputer, System X, will set records—without breaking the bank.

he cheers echoing through the hills of cozy Blacksburg, Virginia, are usually for Virginia Tech's curiously named Hokies football team. but lately the cheers have been for System X. Sometimes called Big Mac, System X is Virginia Tech's Power Mac G5-powered supercomputer cluster, which ranked as the third-fastest supercomputer in the world back in November 2003, clocking in at 10.28 trillion floating-point operations (teraflops) per second.

However, the System X team recently dismantled that beast and with Apple's help created an even fiercer system. Gone are the 1,100 Dual 2GHz Power Mac G5 machines (you can buy those

secondhand Macs from MacMall, www .macmall.com); in their place are 1,100 spankin' new Xserve G5s, each outfitted with limited-edition dual 2.3GHz processors-and no, you can't order one: Apple built these Xserves specifically for System X. This new cluster not only offers faster processing speeds, it also

System X has 1,100 Xserve G5s, each with dual 2.3GHz processors.

and takes up only about a third as much space as the original.

System X's new business plan calls for it to earn \$25 million over the

next five years as corporations and researchers rent supercomputing time. Rates aren't yet set, but Jason Lockhart, associate director of Virginia Tech's Terascale Computing Facility, expects them to cost 25 cents per processor per hour or less. "Competing supercomputer rates run up to 90 cents per processor

per hour," he says.

Though the results weren't available when we went to press, you can check out 2004's

Top 500 supercomputers list when it's announced in November (www. top500.org). If it's Hokie at the top, System X-and the Mac-will be winners again.-Tom Lassiter

The Man Behind the Machine

We talked with Virginia Tech's Jason Lockhart about System X's megamuscular upgrade.

MacAddict: What drove Virginia Tech's decision to upgrade? Were you simply looking for a way to gain space for break-dancing? Jason Lockhart: Space savings was not the driving factor, but obviously a benefit. The major factor was the need for Error Correcting Code (ECC) RAM. When you're doing experimental scientific calculations, where the answer is not known, you need to be sure of the integrity of your data. Non-ECC RAM can suffer from high-energy bit flipping in memory. If a bit gets flipped, it can have any number of effects on your result. For example, if a number stored in RAM-say, 1.23749-has a significant-digit bit flipped, it could come

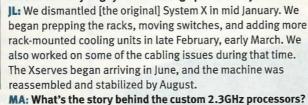


Kevin Shinpaugh, Ph.D. (left), and Jason Lockhart (right), associate directors of Virginia Tech's Terascale Computing Facility, show off the new arrivals.

out as 123,749. If you're designing an airplane wing, there's a big difference between a 1.23479 unit of force and a 123.749 unit of force. The Power Macs didn't support ECC RAM, and therefore were only used as a proof of concept. When we proved that

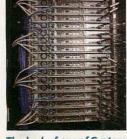
the G5 and Mac OS X were a viable HPC [high performance computing] platform, we made arrangements to upgrade the system to an ECC platform: the Xserve.

MA: When did you guys start setting up the new system? JL: We dismantled [the original] System X in mid January. We began prepping the racks, moving switches, and adding more rack-mounted cooling units in late February, early March. We also worked on some of the cabling issues during that time. The Xserves began arriving in June, and the machine was reassembled and stabilized by August.



L: Because we were going to suffer depreciation on the machine due to the downtime associated with the upgrade, Apple was nice enough to give us faster processors so that we could offset the depreciation and keep us up with Moore's Law.

MA: Which version of OS X is System X running? Panther? An early version of Tiger? JL: System X is currently running Mac OS 10.3.3 and will transition to Mac OS X 10.3.5 before going into production. We will evaluate and move to 10.4 when we feel it is appropriate and we can take the machine out of production for software maintenance. MA: Whom do you hope to attract as clients? Who needs that kind of horsepower? JL: There are several key vertical markets for HPC resources: energy, automotive, bioinformatics, environment, and finance. There are additional research areas that fall under those vertical markets, such as materials, wave propagation, fluid dynamics, and protein folding, that take advantage of large-scale computational resources. But there really isn't a single engineering or scientific discipline that could not benefit.



The back of one of System X's tidy racks would satisfy even the freakiest of neat-freaks.

Power in the Details

The Cluster: 1,100 Dual 2.3GHz Xserve G5s, each with 4GB RAM and an 80GB SATA drive **Upgrade Cost:** \$600,000 (total original cost: \$5 million)

Primary Communication: 24 Mellanox Technologies (www.mellanox.com) 96-port InfiniBand switches (4X, 10 Gbps) Secondary Communication: Six Cisco

Catalyst 4506 Gigabit Ethernet switches (www.cisco.com)

Cooling: Liebert X-Treme Density System (www.liebert.com)

Software: Mac OS X, MVAPICH (MPI-1 over VAPI for InfiniBand, http://nowlab.cis .ohio-state.edu/projects/mpi-iba), XLC and XLF Fortran compilers from IBM

NEW STUFF

MO' MEGAPIXELS Canon EOS-1Ds Mark II \$7,999

www.canon.com Available: November 2004 Canon's new flagship digital SLR for pro

photographers has a

whopping 16.7-megapixel CMOS sensor and shoots 4 fps at full resolution for bursts of up to 32 JPEG or 11 RAW images.



Remember when 5 megapixels were plenty?



A gorgeous LCD equals gorgeous images.

> ALLURING LCD Epson P-2000 Photo Viewer \$499

www.epson.com Available: Now

Epson's new 40GB portable photo and video viewer features a 3.8-inch, 640-by-480-pixel LCD that displays a remarkable 256 pixels per inch. Unlike most LCDs, which can display only one color per pixel, Epson's Photo Fine LCD can display three colors (red, green, blue) per pixel, producing exceptionally crisp images.

SOLAR-POWERED JACKET

Solar Scott eVest \$474.99

www.scottevest.com Available: November 2004 Power walking takes on new meaning when you don this jacket, which comes with solar panels that

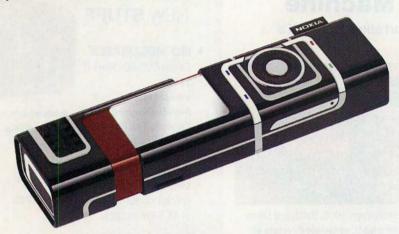


Power tie not included.

recharge a small battery (included) to power your USB-compatible devices. Full recharge times range from 2 to 5 hours, according to Scott eVest, and you can detach the solar panels after recharging the battery.

DROOLWORTHY

Sexy Stuff We Can't Walt to Get Our Mitts On



↑ Lipstick or Phone?

Nokia's soon-to-be-released 7280 (www.nokia.com) Bluetooth camera phone breaks with tradition in that it doesn't have number keys—calls are voice activated. Other niceties in this 4.5-by-1.25-by-0.75-inch charmer include a 65,536-color display, Mac-compatible video streaming, an XHTML browser, an FM radio, and speakerphone capability.



ogitech's Mobile Freedom Headset (\$69.99, www .logitech.com) is one of the first Bluetooth headsets, and the Pro version (\$99.99) uses frequencyhopping Bluetooth 1.2 to combat wireless interference. BlueTake's i-Phono BT420 EX (\$250, www.bluetake.com) with a Bluetooth dongle is the first wireless headset for iPods. Canon's Pixma iP4000R (\$229.99

ESP, www.canon .com) brings wireless 802.11g printing to the inkjet crowd. Concord Camera (www.concordcamera.com) is busily promoting WIT (wireless image transfer) technology

with a prototype 802.11b and 802.11g box that shuttles images from a digital camera's USB port to the Web or to other WiFi devices.

ViewSonic's Wireless Media Gateway WMG80 and WMG120 (due Q4: \$699 and \$799 ESP, www .viewsonic.com) combine an 802.11g router with network storage and media delivery to your attached display or TV. TeleStream's MAPone transmitter (due Q4; \$1,000 ESP, www.telestream .com) delivers video over IP to FTP or HTTP servers, or to other MAP (media application platform) devices.

Rather than waiting for the official enhanced range and throughput wireless 802.11n standard, Belkin (www.belkin.com) is releasing a Wireless Pre-N Router (\$179 ESP), which will likely support AirPort and AirPort Extreme Macs, and a PC Card (\$129 ESP), which probably won't. Nova Media's High Speed Mobile 3G/GPRS for Macintosh OS X (£69.95 or about \$125, www.filetransfer.co.uk) makes Internet access via cell phone usable for many modern phones and carriers.-Niko Coucouvanis

WIR

These 'phones will make your iPod wireless.

KID-TESTED, U.S. MARINE CORPS-APPROVED

Team-based first-person shooters don't get any more authentic than Close Combat: First to Fight—active-duty U.S. Marines consulted on the game's development. The action consists of close-quarters urban combat in the streets of Beirut, Lebanon, circa 2006.



In the game, several groups of insurgents have taken quiet control of sections of Beirut and the surrounding area. The largest and best funded is the radical Atash movement, which begins attacks



within the city. This continues until a Lebanese Colonel takes command of the Beirut militia and declares martial law, and the radical and militia forces vie for control.

The U.S. and NATO intervene. You become a leader of a four-man fire team in the 28th Marine Expeditionary Unit, and engage in warfare with terrorists who hide and fight among the civilian populace.-Matt Osborn

MYSTERY GAME USES HALO ENGINE

Sequestered inside a Chicagoland game-development lab since 2003, with only flat Mountain Dew and Buffy tapes for sustenance, Wideload Games (www.wideload.com)

> is up to something big: an ultrasecret original game based on the Halo engine. As far as we know,

> > Wideload is the only indie-game company using the Halo engine-not surprising, as the upstart's team includes Bungie founder Alexander Seropian, plus several former senior Bungie programmers, artists, and designers who worked on the likes of Halo, Myth, and Marathon, Wideload plans to entrust its firstborn to publisher Aspyr. Stay tuned for developments.-MO

Halo's Master Chief is quite a Wideload, himself.

CALL OF DUTY, MOBILIZED

United Offensive is an expansion pack for Call of Duty that gives you even more WWII through the eyes of American, British, and Russian soldiers, each with their own single-player campaigns. Along with your squad

mates, you can fight authentic battles such as Battle of the Bulge and the Battle of Kursk-13 new single-player levels in all.



An enhanced multiplayer includes 11 new maps, 3 new modes of play, and vehicle combat. Run for the tanks!-MO

Call of Duty:

Aspyr Media

www.aspyr.com

United Offensive

Price \$29.99

Available November 2004

United Offensive stokes Call of Duty with vehicles for air, land, and sea battles.

FAST FUN FOR FORD FANS

The seguel to the PlayStation's Ford Racing, Ford Racing 2 features 32 different historic Ford vehicles, from 1949 models to concept cars of the future. You choose a truck or car (such as a 1968 Mustang GT muscle car) to drive, and then either complete challenges to unlock new cars, racetracks, and game modes, or go head-to-head with a friend with split-screen action. Feral has



Get your classic muscle-car fix in Ford Racing 2.

BATTLEFIELD ANYWHERE: NEW BF 1942 MODS

You've conquered Battlefield: 1942, destroyed the Road to Rome, and dominated the new Secret Weapons of WWII expansion. Now it's time to find a new battleground: mods.-MO

Desert Combat, by Trauma Studios (Electronic Arts saw this mod and hired Trauma to work on Battlefield 2), is a modernday warfare mod that loosely follows the conflict in Iraq.

Battlefield: Galactic Conquest puts you in the role of an

everyday soldier in the Star Wars universe. Choose between the Galactic Empire or the Rebel Alliance wars, and pilot AT-STs and X-Wing Fighters.

Battlefield: Pirates sends you sailing in uncharted waters, searching the fog for rival ships and then firing cannon balls at their broadsides. Yar! (Note: Johnny Depp not included.)



Mods like Galactic Conquest take Battlefield far, far away from 1942.

ExpertUser

Online Gaming

You are only a click or two away from thousands of online gamers—check out www.apple.com/games/gettingstarted/online for info on how to join in on the action.

When you jump into an online game, one of the first things you notice is the skill level of the players—most of them are better than you. But don't get discouraged if other players beat you early and often—there are a few things you can do to help level the playing field and improve your gaming experience. After all, unlike your Mac, you have the capacity to learn from your mistakes.

Start with your hardware. The best Mac for gaming (no surprise) is a Power Mac G5 with 1GB RAM or more, and a graphics card with a powerful GPU and 128MB or more of video RAM. Most 'Books can't compete, and you can't upgrade them when newer games demand more power.

A multibutton mouse is essential for any game that requires

NOTE

For links to online gaming resources, check out the list at www.macaddict.com/user.

complex key commands—the more buttons the better. Two good mice are Microsoft's



Brad Shannon

Brad is an active member of Clan MacAddict (www.clanmacaddict.com), an online gaming community founded by Kirk "ItsaGaAs" Mueller and launched in early 2000. Over the past five years, the Clan has grown from a handful of members to more than 100 avid gamers, fragging each other in games such as Unreal Tournament, Halo, Ghost Recon, and Jedi Knight.

IntelliMouse Explorer 3.0 (\$44.95, www.microsoft.com) and Logitech's MX 500 Optical Mouse (\$39.95, www.logitech.com). And for games like Unreal Tournament 2004 that offer real-time voice chat, a USB headset and mic like Logitech's Premium USB Headset 300 (\$49.99) comes in handy.

The online gamer's biggest headache is lag—the delay between the moment you initiate an action and when the game server recognizes it. You'll spend more time playing if you invest in DSL or cable broadband. Another way to reduce lag is to find a game server with the lowest ping average—the time it takes for a signal to reach the game server and return to your Mac. Most game-server browsers—your gateways to multiple game servers—will show you each server's ping average in milliseconds. Look for a server with a ping average of less than 150.

Finally, remember that practice makes perfect. If you're interested in playing against fellow trigger-happy *MacAddict* readers, check out Clan MacAddict's forums at MacAddict.com—we at Clan MacAddict currently have servers for many popular games.—*Brad Shannon*

(gasp!).

BUG OF THE MONTH



ELIMINATE DROPOUTS AND OTHER AIRPORT PROBLEMS

A pple recently released significant AirPort software updates (AirPort Card Update 2004-08-31 and AirPort 4.0.1 for Mac) that have dramatically increased the number of connection problems (i.e. degraded performance and dropped connections) for some users. Here are a few tips for maintaining a solid wireless link: Power-Cycle Your AirPort Card As simple as it may sound, turning your AirPort card off and then back on can resolve some connection issues. Select Turn AirPort Off from the AirPort menubar drop-down menu, wait a few seconds, then select Turn AirPort On.

Set a Higher Multicast Rate Using a higher *multicast rate*, which determines the speed for which the Base Station will allow connections, can result in fewer dropouts, but it also decreases your wireless range. To change this setting, open the AirPort Admin Utility, (/Applications/Utilities), select your Base Station, then click Configure. Click the Wireless Options button in the AirPort pane, and choose a greater value from the Multicast Rate menu.

Connect Manually Try manually connecting to a desired AirPort network by selecting the Other option from the AirPort menubar drop-down menu and entering the network name rather than selecting the network from the availability list.

Use a Mac for NAT Services Setting up one Mac on your network to provide NAT (network address translation) services to distribute IP addresses to other connected Macs (rather than using the AirPort Base Station's NAT capabilities) can significantly reduce the number of drop-offs. You can accomplish this easily using a shareware tool like BrickHouse (http://personalpages.tds.net/~brian_hill).

hile Apple hasn't shown signs—in pubic, at least—of running Mac OS X on Intel microprocessors, two developers are doing it themselves using PearPC (http://pearpc..sourceforge.net), a PowerPC architecture emulator that supports Mac OS 10.1 and later on PC hardware

Early releases of this open source project (PearPC has yet to reach version 1.0) are moderately stable—but *slooow*. User benchmarks on the PearPC forums (http://forums.pearpc.net) show it 8 to 20 times slower than a 1GHz G4.

The unfortunate death of developer Stefan Weyergraf slowed PearPC's progress, but Sebastian Biallas continues work on it with help from the PearPC community.—Roman Loyola

SHAREWARE PICK OF THE MONTH

Budget www.snowmintcs.com \$29.95

Got too much month at the end of the money? Snowmint Creative Solutions' Budget helps ensure that you pay for the essentials before splurging on that Yanni CD. Using a virtual-envelope budgeting system, you can set up Budget to allocate your earnings automatically into



envelopes marked for rent, groceries, or other necessities. -Andrew Tokuda

1 Use the Setup Assistant to enter information about your bank account(s), sources of income, envelopes, and so on.

200	Setup Assis	Management of the special states of the same of the sa
	Define Bank Accounts	
Oheodiction Bicino dans Accusts Corine Incurso Cather Incurso Configure Fay Sences Configure Fay Sences	Cross issounds stepd on red would bank seasures. Order a street for des actiones, the account believes, and type.	Name Amount Checking \$2,942.65
	Rank Account Name	Checking or Strongs
	Account Relance	Charles Carriers

2 A dialog will then appear showing the amounts in your checking account (and other accounts, if you set them up) and how much you have available to distribute among envelopes.



3 Click the piggy-bank icon to access the deposit dialog. At the bottom of this dialog, select the items for which



you were paid and adjust the amount to the penny in the dollar-amount

4 If the balance in your account covers all of your envelopes, you'll

see the remainder displayed in the Available envelope.



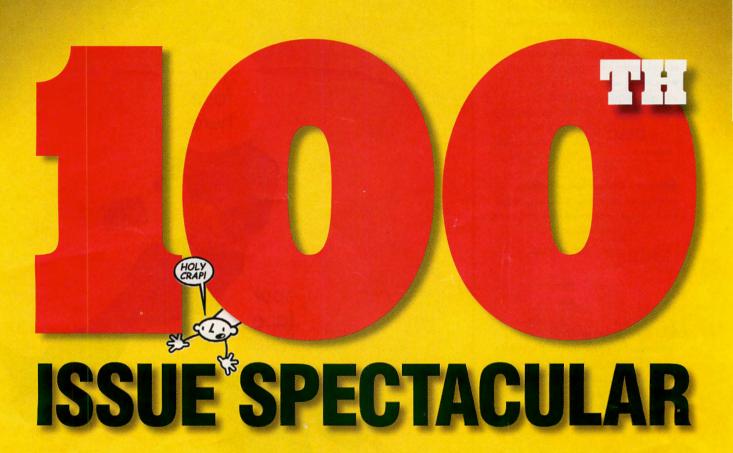
Get in touch with your inner suit.

Go to microsoft.com/mac/go/doll and enter to win a doll made to look just like you only all business. Plus a copy of the new Microsoft®Office 2004 for Mac.



© 2004 Microsoft Corporation. All rights reserved. Microsoft, Entourage, and PowerPoint are registered trademarks of Microsoft Corporation in the United States and/or other countries. Mac is a registered trademark of Apple Computer, Inc. No purchase necessary. Sweepstakes ends December 31, 2004. Visit the Office 2004 for Mac Win Your Inner Suit Entry Page web site at http://www.microsoft.com/mac/go/doll for complete official rules and how to enter. Open to legal United States residents of the 50 United States (except. Florida) and District of Columbia, ages 18 and older. Void in Florida and where prohibited.

Take a trip down RAM lane, as we look at all things Mac through *MacAddict*'s first 100 issues



BY THE MACADDICT STAFF

ere at *MacAddict*, we have issues—100 of them, to be exact. That's right, this issue represents the big century mark in *MacAddict* history—and we couldn't have done it without you. To celebrate this milestone, we're taking a look back—all the way back to September 1996's issue 1—to revisit some of the important, strange, and fun events that happened in the worlds of Apple, the Mac, the Mac community, and our magazine.



Who: Cheryl England Then: Editor in Chief (launch to Feb/98), Publisher (Feb/98 to May/01) Now: Editor, Peachpit Press Moment: "Popping champagne when we sent the first issue out the door, making those retarded staff videos, winning the Computer Press Award for best mag, Dave Reynolds wearing a dress, and my boss Chris Anderson laughing at me for 'being an optimist' when I was worried that the box on the cover holding the issue number wasn't big enough to fit 100.

ssues 1-4



acAddict was born in September 1996. They thought we were crazymaybe we were. Why else would a group of seven editors, two art directors, and one disc producer

start up a magazine devoted to the Mac platform at a time when Apple's future was looking bleak? Our name said it all: Because we were—and still are—a team of Mac addicts consumed with faith and passion for the Mac. And we knew there were plenty of other folks who felt exactly the same way.

At the time, Apple's chairman and CEO Gil Amelio—he of the billiondollar-loss-in-17-months infamy-led Apple, and the company was laying off workers left and right. The media said Apple was doomed. We thought



Our mascot, Max, appeared in our original product ratings-and everywhere else.

different. Our premiere issue ran with the cover line, "Why the Mac's Future Is Bright" (see right). We promised, "Your faith in the world's best computer is about to be restored," followed by a list of each page that proved our point-24 page numbers, to be exact. We were persuasively defensive—and aggressively optimistic.

In that first issue, founding Editor in Chief Cheryl England spelled out the goal of the magazine in her editor's note: "MacAddict is for people who want to use their Mac to its full potential." Our mission was—and still is—to give Mac addicts ground-breaking ways

to discover and learn about their Macs via our magazine, the Super Phat Disc (we've since dropped the Super Phat moniker), and MacAddict.com, which, Cheryl noted, most readers would

access "via 28.8-Kbps modems." We gave you 25 reasons why the Mac was better than the PC (Sep/96, p48) and told you why "OpenDoc Rocks" (p36), even though it died in early '97. System 7.5.5 was the current OS, as we reviewed Power Computing clones and played the Freakin' Awesome WarCraft: Orcs &

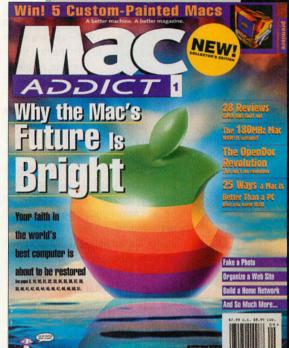
Humans (Sep/96, p68).

As '96 ended, the malaise began to lift when Apple announced it would buy NeXT, bringing Steve Jobs back into the Apple fold; Adobe Photoshop 4.0 was released for \$895 (Nov/96, p33); Apple shipped the Performa 6400, starting at \$2,499 for a 180MHz 603e (Oct/96, p50). and the PowerBook 1400, which revitalized the PowerBook line; RAM Doubler 2.0 hit the market (Nov/96, p71); and we actually said, "Say your Mac ships with 16MB of RAM. Do you really need more than that?" (Oct/96, p48). -Rik Myslewski and Kris Fong

changed over the years, but our addiction to the Mac hasn't.

> Virtual pets were big business in '96-Catz included. Maybe a tiger widget will prance its way into Mac OS 10.4 in Classic mode.

620



Issue 1-our magazine may have

THE WINDOWS USER HOBBIES: No time for hobbies, still trying to install system. SECRET SHAME: Has a Mac at home for "the kids". Really, really liked Microsoft Bob.

BELIEF Thinks Bill Gates is God



HOBBIES: No time for hobbies, too busy spamming Windows-only developers.
SECRET SHAME: Still uses WriteNow for wordprocessing.
BELIEF: Thinks Bill Gates thinks

Our first comparison of Macs versus PCs-their users, actually.

They Now? Where Are

Who. David Reynolds Then: Editor (launch to Feb/98), Editor in Chief (Feb/98 to Jun/01) Now: Senior Editor, Apple "Testing AirPort signal strength with Ian Sammis, walking out on the Golden Gate Bridge with an iBook. When the iBot [aka iBorg] first moved under its own power. When issue 1 arrived back from the printer.

Issues 5-16



pple went through some big changes in 1997-and we mean big. In the first half of the year, Apple's **NeXT** acquisition

was complete, and Jobs was back as a part-time advisor. Amelio had turned Apple around, generating a \$25 million profit in Q4 1996 (that financial success would be shortlived). With this news, we were more optimistic than ever. We talked about Apple's turnaround (Jan/97, p30), made

some (tongue-in-cheek) Mac future predictions (Jan/97, p60), spelled out how the NeXT acquisition would benefit Apple ("Rhapsody: The Soul of the Machine," Apr/97, p38), and even nabbed an exclusive interview with the other Steve ("What Woz Thinks," Jun/97, p46). Power Macs were getting faster and cheaper; the eMate, Newton, and 20th Anniversary Mac (which marked Apple's 20th) arrived; and Apple released System 7.6 and then Mac OS Grrrr8 (Aug/97).



that Amelio would attain "rock-star status as a financial guru."

In early July, however, Apple hit turbulence when Amelio

resigned (Sep/97, p8). Jobs originally declined to step in as chairman and CEO, since he was concentrating on his company Pixar, but eventually became the interim CEO until further notice. In

The original MacAddict crew, circa 1997. We still have those beanbags. one month, Jobs made some major moves that sparked both love and hate among us Mac addicts. He bought out Mac clone maker Power Computing (effectively ending the Clone Age-we weren't happy), brought in a whole new board of directors, and sucker punched us all when he inked a deal with Microsoft, Bill Gates's mug

hovered menacingly over Jobs as he announced the new partnership at the Mac Expo Boston keynote and sent the faithful into complete shock (Oct/97, p6).

Connectix released Virtual PC 1.0 (Oct/97, p58), BeOS came out and few seemed to care (Nov/97, p32), and Apple unveiled the new Power Mac G3, PowerBook G3, and the mediocre QuickTake 200 digital camera-nice try, Apple, now give up (it did). We told you how to handle verbal attacks by PC nitwits ("The Gentle Art of Verbal Mac Defense," Sep/97, p26); infiltrated Apple's testing labs ("The Mac's Hidden Secrets Revealed!," Nov/97, p38); spent time playing MacSoft's Quake and Duke Nukem 3D, and Freeverse's Sim Stapler; and celebrated

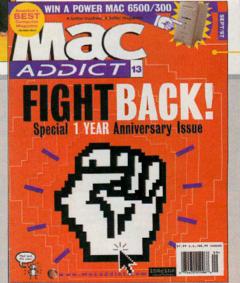
> What a long, strange year it had been. -Rik Myslewski and Kris Fong

> > up our Mac stance: evangelism, evangelism, evangelism!





We were hoping for someone to come running down the aisle with a sledgehammer during the Mac Expo.



our first anniversary of the magazine.

Our September '97 cover summed

TOP 10 You Know You're a Mac Addict When...

Need to know when your passion has gone too far? Here are our favorites.

- ...vou have vivid nightmares of the ResEdit jack-in-the-box stabbing you to death with a resource fork.—Adam Newbold (Jan/98)
- ...your favorite restaurant is "iHop."-Thomas Prescott (Dec/02)
- ...the first thing you think of after hearing the term DOS is Boat.-Bert Chadick (Apr/98)
- ...as you type, you inadvertently capitalize the second letter of every word beginning with "i."—Jae Moreland (Mar/02)
- ...you change your desktop more often than your underwear.-Anonymous (Jan/01)

- ...you only take one bite from your apples. -Victor Milazzo (Mar/98)
- ...you feel a sense of peace parking your car in lots labeled G3 or G4, and you drive right past lots named P2 or P3.—Jason T. Yow (Aug/00)
- ...you like Kraft Macaroni & Cheese because it's called Easy Mac .- David Kemp (Dec/99)
- ...you were forced to jump rope with a SCSI cable when you were young. Now all the kids are using USB!--Scott Knauer (Jun/99)
- ...a friend asks, "Whaddya think?" and you reply, "Different!"-Michael Christie (Sep/98)

"It looks like it's from another planet a good planet."

-Steve Jobs, introducing the original iMac

Editor Rob Capps's alter

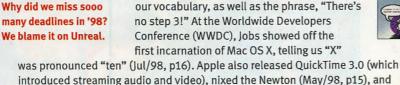
ego Prison Guy developed a large cult following.

hange breeds more changes, and 1998 became the turnaround year for Apple. Steve Jobs was back at Apple's helm, pulling the company up by its bootstraps—and the company turned a profit, the first since Q4 in

1996. Apple introduced only 5 Mac models all year (down from 15 in 1997). Two weren't aimed at consumers (the Macintosh Server G3 and the education-only Power Mac G3 All-in-One), and two were

> PowerBook G3 refreshes. The one standout was responsible for Apple's return to fortune and inspired designers of other products (such as peripherals and irons): the iMac.

> With its unique Bondi Blue curves (which we called turquoise-Jul/98, p24), the iMac debuted in May, introducing the term USB to our vocabulary, as well as the phrase, "There's no step 3!" At the Worldwide Developers Conference (WWDC), Jobs showed off the



Apple logo (Aug/98, p17). Apple was growing up. When Mac OS 8.1 came out, Apple gave us the software update to put on the Disc (Apr/98), and Jobs was showing more skin-his wardrobe consisted of black mock turtlenecks, shorts, and Birkenstocks. The droolworthy Canon XL1 camcorder debuted (Feb/98, p22), G3 upgrade cards were all the rage, and online multiplayer

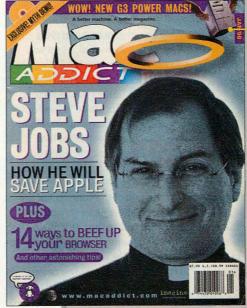
dismantled its icon garden at company headquarters—as well as the six-color

gaming sites started cropping up-players could battle each other in such exciting games as chess, backgammon, and checkers (oh my!).

> QuarkXPress 4.0 rated a Freakin' Awesome (Mar/98, p50), pocket point-and-shoot cameras began to emerge with 1.3-megapixel sensors for around \$700, and the 2-megapixel Kodak Professional DCS 520 camera hit the market (May/98, p20)—with a price tag of \$14,995 (no, that's not a typo). We thought Macromedia's Dreamweaver 1.0 (the first WYSIWYG Web-authoring app) was downright Spiffy (May/98, p38).

The year also brought changes to MacAddictfounding Editor in Chief Cheryl England was promoted to Publisher, David Reynolds stepped into her size-5 1/2 shoes (ouch!), and Kris Fong and Niko Coucouvanis joined our merry band. June 1998 marked the first time we featured hardware on our cover: the new PowerBook G3 and Apple's first flat-panel display, the 15-inch Apple Studio Display. We procrastinated with MacSoft's Unreal,

Blizzard's Diablo and StarCraft, and Bungie's Myth; launched "The MacAddict Hour" on our Imagine Radio Internet radio station (Jul/98, p19); and proclaimed "Office 98 Sucks Less!" (Jan/98, p22). With the dot-com boom taking off, we offered readers free @mac-addict.com addresses (Aug/98, p17). And Prison Guy fever caught on, following a casual comment about editor Rob Capps's nonhairdo in a staff video (Jun/98).-Kris Fong



Steve Jobs graced issue 17 with the cover line, "Steve Jobs: How he will save Apple." Thankfully, he did.



July '98 marked the second issue that featured hardware on the cover-and with good reason.





Who: Kathy Tafel Then: Senior Editor (launch to Feb/98) Now: Editor (Apple.com), Apple
Memorable MacAddict Moment: "Sitting in a bar with [then] company president Chris Anderson. He mentioned
that he was starting a Mac magazine. We brainstormed the name. I believe I first came up with 'Addict.'"

1999

Issues 29-40



s a result of '98's windfall, 1999 was the most exciting year ever for Apple—so far, at least. The iMac hit its stride in five fruity flavors, the Blue-and-

White Power Mac G3 arrived, developers got a first look at Mac OS X Server, and the first iBook took the world by storm—a Technicolor orange and blue storm, er, make that Tangerine and Blueberry (Oct/99, p24). The times were also a-changing at *MacAddict*. By the end of the year, half of the staff had changed, Apple stopped allowing us (or anyone else) to distribute Apple software on the Disc, Prison Guy Rob Capps became editor in chief, and Jenifer Morgan (aka JenMo) came on board to whip us into shape as managing editor.

It was also a great year for Apple investors. The company's

Apple's fruity iMacs inspired designers to infuse hubs, irons, and lean, mean grilling machines with color.

stock started the year at 42 bucks and change but closed out the year north of \$100 per share. Chalk up part of this gain to the iBook.

Apple's consumer-designated portable didn't do much for Rob, who designated the neon clamshell as perfect for the 12-year-old crowd (Oct/99, p10), but it became the best-selling portable in the U.S. two months later. The iMac spawned no end of colorful USB peripherals—and cheap 'n' cheesy PC imitations.

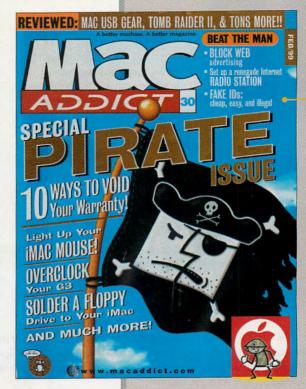
The Blue-and-White G3 signified a lot more than the end of beige. SCSI, serial

ports, and floppy-disk drives disappeared for good, replaced by fledgling USB and FireWire—obscure technologies at the time, but industry standards today. It also signified Apple's return to giving a crap about games, as evidenced by the screaming-fast Rage 128 Pro graphics card inside—well, screaming fast for 1999—and more so by our first-and-only Steve Jobs interview to appear in *MacAddict* (Mar/99, p26), during which he proclaimed his support for Mac gaming. By the end of the year we got a first look at the G4 Power Mac (Nov/99, p40).

Mac OS 8.5 was the OS du jour, but we got our hands on OS 9 in time for our "Visual Guide to Mac OS 9" (Dec/99, p34). We got our first glimpses at Apple's soon-

to-be-ubiquitous brushed-aluminum interface with the QuickTime 4 Preview Release (Jul/99, p18), and the Mac OS X developer preview—plus news that the Mac OS X release date had slipped. Again.

Apple Final Cut Pro took our highest honors (Sep/99, p50); we introduced you to an emerging music technology called MP3 (Feb/99, p40); and then we went to Cozumel (Jun/99, p10). Adobe Acrobat 4.0 also received our highest rating despite us referring to it as *Adobe Clown* (May/99, p14) for lack of feature parity with the Windows version. In retrospect, we'll stick with Clown.—*Niko Coucouvanis*



Our "pirate" issue told you how to do all the things you'd been warned not to do, such as overclock a G3, add a floppy drive to your Mac, and create a fake ID. Mom wasn't happy.

Ah, the good ol' days. Our parent company, Imagine Media, rewarded the staff with a trip to Cozumel.



"I'm flattered."

—Moby, when asked how he felt about people illegally trading his music (Aug/00, p55) 2000

Issues 41-52

Addict



The Sims-who would

have thought that

directing someone else's boring life could

be so addictive?

estruction of the world didn't come at 12:01 a.m. on January 1, 2000. And while disappointed survivalists

wondered what they were going to do with the 50 cans of baked beans they had stockpiled, the tech biz was

booming, with massive mergers for many and lawsuits for all. AOL merged with Time Warner (Apr/OO, p19) and Microsoft swallowed up Bungie Software (Sep/OO, p18), but no legal action fascinated the Mac community more than U.S. District Judge T.P. Jackson's antitrust ruling against Microsoft in April over Windows and Internet Explorer integration (Oct/OO, p20). Sadly, Napster met with the grim reaper; thankfully, DigiScents' Web-based

Meanwhile, Apple became filthy rich as Mac users snatched up G3

smell technology did too.

"toilet-seat" iBooks (inspiring our "iBook Fashion" photo shoot, Jan/00, p47), colorful DV iMacs, AirPort Cards and Base Stations, and G4 Power Macs. Q2 brought record second-quarter earnings with profits of \$233 million, and Apple rewarded CEO Steve Jobs with \$10 million in Apple stock options and a \$40 million Gulfstream V private jet.

But Apple also continued to innovate. At the beginning of the year, Apple announced iTools, the free predecessor to the current subscription-based .Mac. We were also neck-deep in OS X's Public Beta (the final release didn't ship until 2001), coming to terms with buzzwords like Mach, BSD, Darwin, and Quartz ("The Mac OS X Geek-English Dictionary," Aug/00, p30).

Apple released iMovie and scared the

bejeezus out of Bill Gates.

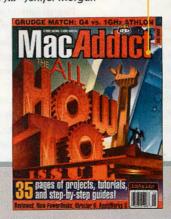
In July, the distinctive
Power Mac G4 Cube made
its entrance—while it was
arguably Apple's first true
design miracle, it would
take a miracle to get folks
to shell out \$1,800 to
\$2,300 for a consumergrade machine. Apple
also introduced the DualProcessor Power Mac G4, the

Senior Editor Ian Sammis posed with his "chick magnet" in our spoofy "iBook Fashion" story.

We were playing MacSoft's Unreal Tournament and Aspyr's The Sims, oogling color-screen handhelds like the Palm IIIc, and snapping pics with a new breed of audio- and video-recording still cameras (3 megapixels for \$1,000, anyone?). Liquid Audio was the iTunes Music Store a little ahead of its time, signing a licensing deal with BMG that would allow Mac addicts to download an entire album-in about 45 minutes (Jul/00, p24). Microsoft Office introduced us to Entourage, and we ignored email as we enjoyed a staff vacation in Maui. Apple's newly acquired financial strength and style consciousness were reflected in MacAddict's increasingly less defensive editorial tone ("The New Face of Mac Advocacy," Sep/00, p28) and complete redesign-including an all-new logo, which debuted on our January cover. And then there was the iBorg (see "Missing in Action," p27)...-Jenifer Morgan

first sub-\$1,000 iMac DV, and FireWire-equipped iBooks.

Not only was June's "All How To Issue" packed with pages of projects and tutorials (including how to meet someone online), it featured our iBook-driven robot: the iBorg (left).



Favorite Reader Letters

Many of you want to be heard—no matter how topical, irreverent, or just plain wacko your letters are. Here's a small sampling of what some of you had to say.

On Mac evangelism: "And to anyone who laughs at the Mac: 'Piss off, you're an idiot.';)"—Darren Burgos (Sep/96)

On our logo redesign: "The June 2002 issue look like it got beaten by someone from PC mag! Have jenny craig been consulted you guy on design a logo? C'mon guy! What do I knew? I'm only 11."—Scott (Aug/02)

On Scotch whisky: "I want to be more like the MacAddict staff. What are your favorite labels? —Brent Sonnenschein (Feb/04)

On the birds and the bees: "How can I tell if my Mac is a boy or a girl?"—Anthony (May/04)

On cheap tricks: "...I read [in MacAddict], 'Remember that guy from Cheap Trick whose

guitar had five necks?' Well, not only do I remember, I am that guy! Keep up the good work."—Apple Addict Rick Neilsen (Feb/01)





Who: Ken Bousquet Then: Art Director (launch to Aug/99) Now: Creative Director, Freedom Deluxe Design "We had a lot of fun traveling to NYC for the awards and to Mexico so Cheryl could scuba dive. All those trips were a blast.

Addict



ecidedly, the year 2001 was an odyssey for Apple, Mac addicts, and the rest of the nation. A president who received fewer votes than his opponent took office. The dot-com balloon popped. Companies shut down. Layoffs became the norm (at our company too). And then there

was September 11th. It was a hell of a year.

At the beginning of the year, Apple gave the Power Mac G4 family long overdue CD burners (SuperDrives also arrived)—and unveiled its sexy, slim

counterpart, the Titanium PowerBook G4 (Mar/01,

p24). Jobs also introduced the "Digital Lifestyle" campaign with the release of iTunes and iDVD. And Apple cooked up two oddball iMacs-Blue Dalmatian and Flower Power-leaving us to wonder what the design team smoked over the holidays (Jul/01, p50).

At the same time, Editor in Chief Rob left to travel the world, and Dave once again stepped up to man the post. We made the transition from Mac OS 9 to OS X and then to OS 10.1, reporting our trials

and tribulations in many articles, including the in-depth "Brave New World" (Jun/01. p24), a feature that encompassed everything you needed to know about Mac OS X, written by freelance writer Rik Myslewski and the MacAddict crew. A life-threatening blood clot and 50 Mac bugs later (Aug/01, p20), Rik would become our editor in chief (Oct/01). Skip Goat, our übereditor, made his debut (Sep/01, p36)—the outcome of a Frankenstein Photoshop experiment gone awry (see below, right).

Broadband was a fast-growing technology (May/01, p26), Adobe Photoshop Elements made a Freakin' Awesome debut (Jun/01, p48), Microsoft brought Office to OS X, and 3- and 4-megapixel cameras appeared for around \$700 and \$900, respectively. MacPlay rose from the ashes and unleashed a slew of games in the latter part of '01 (Sep/01, p64).

Apple ditched CRT in favor of LCD with its all-LCD lineup of Apple Studio Displays (Aug/01, p13). We witnessed Jobs throw a fit—and a camera—when it refused to cooperate during his Mac Expo NY keynote. Apple gave its product line a

> minimakeover, introducing the Quicksilver Power Mac G4 and iMacs in three flavors (Indigo, Snow, and Graphite), and released the not-cheesy white iBook and muchneeded OS 10.1. It also opened its first two bricksand-mortar Apple Stores (Aug/01, p14).

In November, Apple released the groundbreaking iPod, which introduced some major ch-ching and changes in Apple's business

model-three of us were lucky enough to snag the first ones after Jobs' press unveiling. We closed out the year by giving readers an exclusive holiday gift: the Steve Jobs paper doll (Shut Down, Dec/01, p96).-Kris Fong



We finally made the switchand urged readers to do the same in our June issue, which showed you everything you needed to know about OS X.

Who is this guy? He's all of us-seriously. Skip Goat was an amalgamation of MacAddict staffer's facial features; we brought him to life as our newest editor.



With its debut in November,

become the portable audio

player market leader-and the

envy of our coworkers' eyes on

the iPod would go on to

day one.

Um, yeah...thankfully Apple killed its "fun" designs before the design team could cook up a Jaguar-spotted iMac.



Who: Nikki McDonald (née Echler) Then: Executive Editor (launch to Dec/99) Now: Marketing Communications Manager, Peachpit Press Memorable MacAddict Moment: "Seeing the first issue in print, calling Gil Amelio 'Giblet' because that's what spell check brought up when you typed Gilbert, running into Cheap Trick at Apple and finding out that the band was excited to meet us, and the reader love in general."

MacAddict



nnovation ruled 2002, which got off to an exciting start as MacAddict introduced reader's to Apple's iPod for the first time (those darn magazine lead times!-Jan/02, p12). White became the new black, as Apple infused its consumer product line with

that color-OK, that lack of color. Jobs showcased Apple's latest innovation, the new flat-panel iMac G4-a design whose base we likened to a Hostess Snowball (Mar/02,

p8)-and iPhoto (Mar/02, p26). He also showed off the bigger 14-inch iBook brother to the snow-

colored 'Book (Mar/02, p28).

Jaguar's release led to a barrage of catty puns in subsequent MacAddict issues.

Later, Apple unveiled a new low-cost G4 Mac, the white eMac-an education-only machine with a 17-inch screen that resembled the original

iMac but without the fruitiness-and the burly Xserve (Aug/02, p10). The company also gave storage boosts to the original iPod and bought Emagic, makers of Logic audio software (Sep/02, p14).

Wireless technology became all the rage, 4-megapixel cameras were selling for less than \$500, Photoshop 7.0 finally arrived for OS X (Jul/02, p36), and Apple released OS 10.2 Jaguar (Sep/02, p17). We predicted the Mac's future in "Future of the Mac" (May/02, p22)-looking back, we can say that our crystal ball was pretty darn accurate. Digital video was exploding, and we profiled some prominent editing innovators ("DV Magic,"

May/02, p39).

Among music lovers, Digital Rights

In issue 74, then-Art Director Chris Imlay found an amusing and effective way to illustrate just how much faster the new DDR SDRAM chips were than SDRAM.



Ellen Feiss was, like, the subject of debate over her red eyes in Apple's "Switcher" ads. Bummer. Management became the new hate term-but an obligatory one if music CDs were part of your everyday life-and we revealed what draconian measures-both technological and legalrecord companies were

planning to roll out to stop you from copying your own CDs (Jul/02, p14). Adobe released InDesign 2.0 (May/02, p50), Digidesign brought Pro Tools to consumers with the Mbox (May/02, p59), and we were playing Aspyr's Medal of Honor: Allied Assault and Blizzard's WarCraft III: Reign of Chaos.

We reflected Apple's sleeker design approach in our magazine, debuting a major redesign in our August issue. Max (who also got a makeover) became our new Letters editor, and raised the evebrows of many readers with his one-finger salute (Aug/02, p94). Apple released the Mirrored Drive Door Power Mac G4 and unleashed its "Switchers" ad campaign, targeting PC users-who could forget Janie Porche saving Christmas or Ellen "bleep, bleep, bleep" Feiss?

By the end of the year, Apple upped the speed of the 700MHz iBook to 800MHz, and upped the speed of PowerBooks to 867MHz and 1GHz. Apple also put IDG Expo Management in a funk when it announced that it wouldn't make an appearance at 2003's summer

Mac Expo if it were held in Boston-and now Apple only appears at the January Expo in San Francisco. -Mark Rosenthal

Oliver Wolfson illustrated August's bug-begonepalooza cover.



Skeletons in Our Closet

While we do our best to get things exactly right, now and then we slip up. Here are some of our more-impressive boo-boos.

Virtual Lifestyles of the Rich and Famous

In our review of The Sims, we printed the price as \$2,495 instead of \$24.95-and received, like, 2,495 letters from you all (Oct/00, p50).

Me Tarzan Our CD-making feature inadvertently got the Cro-Magnon treatment with the forceful headline, "Make CD Gift." Where was Vanna when we needed to buy a vowel? (Feb/02, p31).

Hello Belge With a cover line of "Bye-Bye Beige," our accompanying feature displayed a photo of Apple's new blue Studio Display-in muddy black and white (Mar/99, p22).

To Do-Absolutely Nothing The text in our "The 17-Point Mac Maintenance Plan" chart mysteriously vanished, leaving a barren wasteland where the maintenance schedule should have been (Sep/00, p47).

Mighty Mouse We ran a photo of RadTech's BT-500 Mobile Mouse with our review of Other World Computing's Mercury Pro DVD drive. The error was enhanced even further by the caption, "The case doesn't make the drive ... " (Aug/04, p60).

Erring at the Speed of Light We indicated the speed of light as "186,000 molasses miles per hour" rather than per second ("Mac to the Future," Jan/00, p29), and then compounded the error in our attempt to correct it by referencing the wrong issue (Apr/00, p10).

Looks Better On a Turkey We Still have nightmares about our "silver" Millennial Mac cover photo-while the tinfoil was recycled, the cover concept will never be (Jan/00).





Curses! Foiled again!

They Now?

Rob Capps Then: Senior Editor (Sep/97 to Jul/99), Editor in Chief (Jul/99 to Feb/01) Now: Products Editor, Wired magazine "Forcibly cleaning lan's desk, trying to come up with 101 funny Mac puns, seeing people all over the Mac Expo SF wearing "I Love Prison Guy" buttons with my face on them.

MacAddict



eremoniously, Steve Jobs kicked the year 2003 off with a bang of epic proportions. After introducing Apple's new iLife, Keynote, Safari, and Final Cut Express, Jobs unveiled two new PowerBook G4s-the 12.1-inch and 17-inch-at the Mac Expo SF (Mar/03, p20).

At the time, we explored all that Jaguar (OS 10.2) had to offer (Jan/03, p60); uncovered our second "Secrets of the Pros" feature (our first appeared in Aug/00, p37), which featured high-caliber how-tos and tips

from conceptual artist Warren Manser (Pearl Harbor, Spider-Man, The Matrix), the musicians in The Crystal Method, and celebrity

photographer Jim Jordan (Jan/03, p18). We also introduced Mac folks to the powers and fun of the Terminal (Mar/03, p62), which prompted reader letters asking for help on how to survive the bear in the featured Unix text game (drop the food you're carrying).

We—as in our nation—also went to war. As troops were sent to Afghanistan and Iraq, we received lots of letters, photos, and videos from soldiers out in the desert with their PowerBooks and iPods (Aug/03, p11; Nov/03, p12), showing their love for the Mac and our magazine (which you can buy over there, we were told). And speaking of men-at-arms, Mark Rosenthal and Peter Marschutz enlisted in our art squad.

> FireWire 800 came to fruition (May/03, p14), as did 802.11g. More Bluetooth products came to market once Apple chose to support the new technologies (May/03, p20). Apple took on a new business direction with the iTunes Music Store (Jul/03, p16), as we mingled with artists Seal and Josh Groban at the kick-off. Filmmaker and Mac user David Lynch had a starring role in issue 81 ("Wild At

Heart," May/03, p30; see top, right), we thought that the Dino FireWire Hub was Awesome (Jul/03, p55), and we debuted our new glossy cover in July.

Keeping to its word, Apple didn't attend the Mac Expo in Boston and instead turned its annual Worldwide Developers Conference (WWDC) into a launchpad for summer product announcements—and thus the Power Mac G5, iSight, and iChat

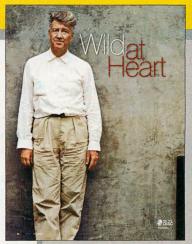
> AV were born (Sep/03, p20). We also got a sneak peak at the Mac's next operating system, Panther.

QuarkXPress 6 finally arrived for Mac OS X-and we Adobe InDesign users couldn't care less (Sep/03, p42). Adobe released its big Creative Suite (CS) bundle (Dec/03, p14), Digidesign Pro Tools finally got Xed (Dec/03, p52), and 8-color inkjets emerged (Oct/03, p13). We said goodbye to

Internet Explorer (Sep/03, p17), missed our deadlines playing MacSoft's Unreal Tournament 2003 and Halo, and even adopted a pet hamster (Shut Down, Dec/03, p96) by year's end.-Peter Marshutz and Kris Fong



This image from "How To Create PDFs" in February 2003 sparked an amusing letter from PETA (Letters, May/03, p94).



Inimitable filmmaker David Lynch graced our pages in issue 81 and told us, "Yes, I'm a Mac guy."

Our September issue included exclusive photos of Apple's powerful new Power Mac G5.



After four long years, we finally got Halo, to miss deadlines.

causing us (once again)

THE SECRET BEHIND THE G5's EXTRAORDINARY POWER

Issue 88 showed the secret weapon behind the G5's power-in Shut Down.

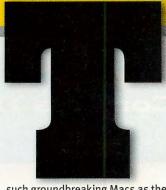
HUNTER HUNTERS

Treatment of Animals ww.peta.org) enjoyed the Vegan Life magazine cover example in your recent article
"How to Create PDFs" (Feb/03. p66). Although PETA doesn't have any information on the great "Harvesters versus Fruitarians" debate, we do have great tips and fabulous recipes on our Web site, GoVeg.com that will tempt even the most die-hard camiyore -Heather Moore, PETA Whether you dine on tofu or T-bones, we aim to please.-Max

"and there's one more thing..."

-Steve Jobs, during keynotes Jan/99 through?

ssues 89-100



Nikon will have to

pry the D70 (our

favorite camera;

Jul/04, p50) from

get it back (ha!).

our dead fingers to

he year 2004 marked the 20th anniversary of the Macintosh. and we celebrated with a retrospective (Jan/04, p20) that included photos of

such groundbreaking Macs as the Mac 128K, PowerBook 170, 20th Anniversary Macintosh, and G4 Cube. We also interviewed Apple cofounder Steve Wozniak (Jan/04, p12), who told us that he once prank-called the Pope.

Apple introduced GarageBand and the 4GB iPod mini (Mar/04, p16). Analysts

squawked at its \$249 price—why not spend an extra \$50 for a 15GB iPod? But the mini exceeded sales expectations, and Apple's hard-drive supplier, Hitachi, still has trouble keeping up with the demand.

Apple also gave the iPod a makeover; the fourth generation 'Pods were thinner, lighter, and sported the same type of clickwheel found on

the mini (Oct/04, p53). The MacAddict staff changed too, as we said hello to Noah Tsutsui, John Poultney, and Roman Loyola, and bid adieu to Cathy Lu, Narasu Rebbapragada...and John Poultney.

> Version 2.0 of actress Gwyneth Paltrow launched in May, going by the name Apple. In June, Apple ditched single-processor

Power Macs, offering only dual-processor machines (Aug/04, p10), and although the promised 3GHz processor never showed up, the company released wicked-fast dual

Not all of our Dream Machines (Jul/04, p21) cost an arm and a leg-Shut Down offered an Apple setup for the solitary survivalist.



We sang goodbye to former **Executive Editor Cathy Lu and** turned it into a how-to (Jul/04). 2.5GHz processors in its Power Mac G5 line. In an effort to not leave any Mac user behind, we

featured the ultimate upgrade guide, "Upgrade Your Mac" (Feb/04, p17) for Mac users of all flavors.

Apple made a big announcement with the 30-inch Apple Cinema HD display, as well as 20- and 23-inch models (Sep/04, p14), but at press time, the 30-incher still wasn't available. Fingers were pointed at nVidia, which seemed to have production problems with its GeForce 6800 Ultra DDL card, the only card capable of supporting the 30-incher's native 2,560 by 1,600 resolution. We also got a look at Tiger, Apple's newest version of OS X, and spotlighted some of its cool new features (Sep/04, p20).

One question remains: How many big cats can Apple go through until it reaches the king of the jungle? Perhaps Tiger's point-one updates will take on code names such as Bengal, Siberian, or Montecore.

If you were lucky enough to be at the Apple Expo in Paris in September (we weren't), you know that Apple unveiled the new iMac (see Reviews, p38). Apple Senior VP Phil Schiller handled the keynote

Life '04 was a hit for Apple, and we showed you how to unlock its hidden powers in May.

address in place of Jobs, who was recovering from surgery to treat pancreatic cancer. And despite what pundit John C. Dyorak predicted, 2004 came and went without Apple announcing support for Intel architecture. And no, John, PearPC doesn't count (see p16).-Roman Loyola



MacAddict

MacAddlct

Missing in Action

In the battle for the hearts, minds, and credit cards of the Mac faithful, casualties are inevitable. Here are a few things that graced MacAddict's pages, but which are now no longer with us.

OpenDoc Apple's revolutionary documentcentric computing technology had us enthusiastically proclaiming, "OpenDoc Rocks" (Sep/96, p36). However, OpenDoc met its demise a few months later.

The Newton It could've been a contender, but disappointing performance made the PDA pioneer a mass-market laughingstock. The

handwriting was on the wall-or should we say, in Newton-speak, "the band fighting was in the mall."

Removable Storage When affordable CD-R drives appeared, the massacre was underway. Left on the battlefield were Imation's SuperDisk Drive, Castlewood's Orb Drive, SyQuest's SyJet Drive, and the 100MB Zip Drive of which we wrote (Jul/99, p69), "Nothing beats the good old lomega Zip drive for sheer ubiquity." Um, yeah...

Notable RIPs BeOS, SoundJam MP, Kaleidoscope, Orange Micro's PCfx, and Farallon's Netopia ISDN Modem 412.

The IBorg Ian Sammis' creation was basically a Web cam-equipped iBook on wheels that we intended to steer remotely using AirPort, Sorenson's Broadcaster, and CGI scripts. But like many ideas conceived during 2000's Age of Excess, the iBorg ultimately steered its way into the technology graveyard.

MacAddict would not be where it is today if it weren't for you, dear readers, so thank you! We'd also like to give kudos to our superb sponsors, sales and advertising teams, Future Network, contributors, and all former MacAddict editors and artists who graced our publication: Ryan Adams, Wade Albright, Ken Bousquet, Leslie Brown, Robert Capps, Dan Catts, Nikki Echler, Cheryl England, Stephen Gifford, Skip Goat, Ben Grasso, Jennifer Gwirtz, Thomas Hale, Ruth Henrich, Jennifer Ho, Chris Imlay, John M. Kiffmeyer, Tommy V. King, Judy Lewenthal, Owen Linzmayer, Cathy Lu, Gail Nelson-Bonebrake, Beppo New John Poultney, Narasu Rebbapragada, David Reynolds, David Ross, Ian Sammis, Mark Simmons, Kathy Tafel, Jeff Titterton, Andrew Tokuda, Daniel Drew Turner, and Adam Vanderhoof.

.....Shoot Master Your Camera's Manual Controls >>>

Explore Exposure p29

Focus on Auto Focus p34 Pushing the White Balance p35

You paid for the additional features—we show you how to work 'em to your creative advantage.

You wouldn't buy a fully loaded Escalade and not take advantage of all its optional equipment, would you? So why are you still shooting pictures in auto mode, while your camera's most useful features remain untouched? If you're just pointing and shooting, you're just plain lazy...er, we mean that you're missing out on all the creative capabilities your camera has to offer.

Most mid-range and all SLR cameras feature manual and semimanual controls that allow you to control the exposure level, focus, and color of your composition—all useful whether you like to shoot people, places, or things. But if you're stuck in auto because your camera's manual controls confuse the bejeezus out of you, we're here to play tour guide. So grab your camera and prepare to learn how to shoot smarter—and if you only own a fully automatic point-and-shoot, we've got tips for you as well.

by Kris Fong



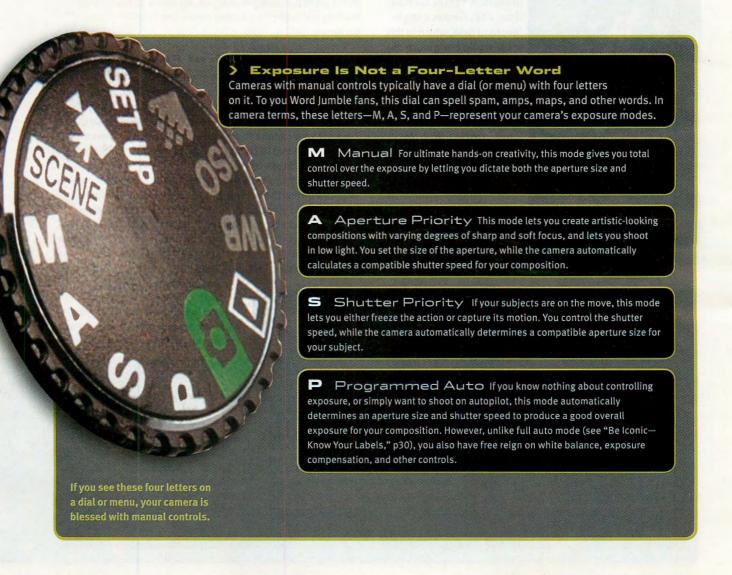
Explore Exposure

Cameras produce images when light from a subject (whether it's your buddy, the Eiffel Tower, or a half-eaten burger) comes in contact with the camera's CCD or CMOS image sensor, which digitizes the image. Your job-or your camera's, if you're in auto mode-is to control the amount of light entering the camera so that it produces a good balance of highlights and shadows, or exposure. Your camera has two main tools for doing that: its aperture and its shutter.

The aperture is essentially a small hole surrounded by a ring of movable blades that expand or contract the aperture size (measured in f-stops) to control the amount of light that passes through the lens. The smaller the f-stop number, the wider the hole and the more light that reaches the image sensor-for example, an aperture of f-2.8 lets in more light than f-5.6.

The shutter acts as a light gate. When you press your camera's shutter-release button to take a picture, the shutter opens to let in light and then closes to stop the exposure. You can set the amount of time the shutter stays open to anywhere between a fraction of a second and a few minutes or more, thus controlling how long the image sensor is exposed to light.

The hard part is figuring out the perfect combination of aperture size and shutter speed. Too much light produces overexposure (meaning images are too bright), while too little light produces underexposure (meaning images are too dark). Thankfully, your camera comes equipped with some automagical exposure modes that can do the dirty work if you're not keen on shooting in full manual mode (see "Exposure Is Not a Four-Letter Word," below).



Get Artsy with Aperture

If you want to play up your subjects, try experimenting with aperture, which helps to control what's in focus in your frame. Aperture is a great control to master when you want to create compelling portraits with sharply focused subjects against softly blurred backgrounds or put the focus on one object to separate it from many surrounding ones.

Aperture size not only controls how much light enters the camera, but also affects a composition's depth of field—the distance from the camera lens in which all objects appear to be in sharp focus. For example, if you're shooting a field of flowers and focus the camera on one bunch, all other flowers equidistant from your camera will also appear in sharp focus, as well as some of their closer and farther neighbors. That distance—from the nearest to the farthest in-focus flower—establishes the depth of field. All other flowers outside this focal plane will appear softer by varying degrees.

A wide aperture (say, f-2.4) creates a narrow depth of field, which, in our example, means a smaller swath of in-focus



flowers. A narrow aperture (say, f-16) creates a larger depth of field, which in this case would bring much of the flower field into focus. Each camera's depth-of-field capabilities vary—there's a greater range in SLRs than in cameras with built-in lenses. With this in mind, let's take your newfound knowledge for a test drive.

A wide aperture lets you focus tightly on a detail (like this dragon's eye), while blurring elements in front of and behind the focal plane.



With a small aperture (we snapped this with a Canon EOS-1D Mark II), our entire composition comes into focus—it's nice, but not compelling.

Discover Depth of Field

Find a tabletop or counter with good lighting (either natural or artificial), and grab a handful of small similar objects such as jellybeans, marbles, or thumbtacks. Place the objects on a flat surface and scatter them across a 1- to 2-foot-square area. Then set your camera to aperture priority. Most cameras have a multifunction dial to change the aperture-size settings (consult your manual for specifics).

Dial up your camera's widest aperture (the smallest number available—view the setting on the LCD or in the viewfinder), get as close to your composition as your camera will allow, and frame it at about a 20-degree angle to get a good range of objects across your frame. Focus on one object at the middle of the frame (see "Focus on Auto Focus," p34), press the shutter-release halfway to lock the exposure and focus, and then press

down fully to take the picture.

Next, change the aperture to f-8 or higher, recompose the same framing, and shoot again—be careful not to move the camera while shooting since

> BE ICONIC Know Your Labels

Even if you are a *Buffy the Vampire Slayer* fan or a frequent peruser of singles ads, do you know what WB and ISO mean on your camera? Here's a quick key to some control and menu icons.

>>>>> Shooting and Exposure Modes

Auto Mode

The mode for wimps. This goof-proof, fully automatic mode sets every control for you—press a button, take a picture, 'nuff said. In most shooting situations, you'll get a decent photo, but if lighting is poor, your subject is in motion, or color is off, you should know the capabilities of your camera's exposure modes.

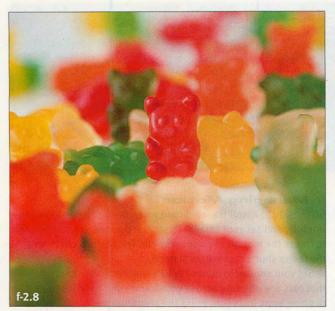
PASM

Exposure Modes

These include P (programmed auto), A (aperture priority), S (shutter priority), and M (manual). These modes provide more image control to let you get creative. See "Exposure is Not a Four-Letter Word," p29.

Continuous

This mode allows you to shoot a series of still images for as long as you hold down the shutter release, or until your camera's buffer or your memory card fill up. Great for capturing action shots or doing casual "Work with me, baby" portraiture.



With our camera set to its widest aperture size, our berry bear and some of his neighbors come into sharp focus, adding a focal point to an otherwise scattered image.

an exposure at this aperture, depending on your lighting, may require a slightly longer shutter speed; better yet, use a tripod. Then try a few aperture settings in between, making sure to focus on the same object with the same framing. When finished, download the pics to your Mac and take a look-your widest aperture image should display a sharply focused middle section and slightly blurred foreground and background, while the smallest aperture image should be in focus through much of the frame. Everything in between will display changes in the depth of field. Again, your results may vary.

Depending on the size of your objects, the depth of field can dramatically affect your composition. At your camera's narrowest depth of field, for example, maybe only half of a thumbtack is in sharp focus (if you have a good, fast lens). If you want the entire tack in focus but still want to blur its neighbors. increase the depth of field by setting the aperture one size smaller (the next bigger number) and shooting again. Once you've got the hang of it, apply what you've learned to your own compositions, such as making your significant other's face stand out in a crowd.







Above: When you can't avoid a shoddy background, a wide aperture can help make an unsightly object less noticeable.

Left: Caged animal? A wide aperture can help blur the offending bars in front of the subject.

Handy Tricks

Beyond creative focusing, you can also use the aperture to help mask obstacles that you can't move from your frame, such as obnoxious backdrops, bars, and fences. If you set a wide aperture and focus on a subject that's some distance behind or in front of the offending obstacle, you may be able to effectively blur the eyesore (cheaper cameras may not be able to create a shallow enough depth of field to do this).

If you're shooting in low light and want to preserve the original lighting, set a wider aperture to lessen the shutter time needed to create an adequate exposure instead of using flash. This comes in handy when you're trying to cut down on image noise.

>>>>> Exposure Controls



This lets you adjust the image sensor's sensitivity. Higher numbers require less light to produce a decent exposure, but that's often at the expense of added image noise.



xposure Compensation

You can use this to manually increase or decrease the exposure level before taking a shot.

AE/AFL Auto Exposure/ Auto Focus Lock

This control allows you to lock the current exposure and/or focus settings that are set when you press the shutter release halfway. You can choose to lock both focus and exposure, or just one or the other, via the camera's menu.

KNOW WHEN TO COMPENSATE

When photos come out too dark or too bright, you don't need to go full manual to right the wrong. Use the exposure compensation instead. This control lets you tell your camera that you want it to either produce a lighter or darker exposure than what it's currently giving you.

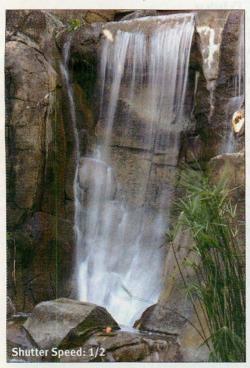
Most cameras have an EV (exposure value) range of -2 to +2, which is divided into 1/3-step increments (aka stops). When

you press the exposure compensation button, the current exposure value appears on the LCD or in the viewfinder—with no compensation, EV is set at 0 (zero). If you want your image to appear brighter, boost the EV number into the positive range; if you want a darker image, lower the number into the negative range. Compensate a step or two at a time and take test shots to see how your changes affect the exposure—isn't it nice to not pay for film?

Shift Speeds with the Shutter

When you're shooting moving objects (and no, we're not talking about duck hunting), a properly set shutter speed can freeze action or capture motion in all its trailing glory. With a fast shutter, you can capture images that freeze the wings of a hummingbird or stop a soccer ball in midair on its way to taking out your poor, unsuspecting Grandma. With a slow shutter, you can capture the bustle of holiday shoppers racing past store counters or highlight the arcing motion of your Grandma's fierce right hook as she decks Uncle Bob.

The shutter control lets you set the amount of time your camera's image sensor is exposed to light; anything that happens in that time will record in the still image. Therefore, if you want to freeze, say, Barry Bonds's bat making contact with a baseball, set a shutter speed faster than his swing (say, 1/400 of a second). If you want to capture the full motion of his swing, set a slower shutter (say, 1/8 of a second). As long as you're shooting in shutter priority mode, the camera will respond with a compatible aperture.



You can set the shutter to freeze or capture motion. Here, we get a feel for the waterfall's flow with a slow shutter.

Managing Motion

Go outside to a well-traveled road when the sun isn't shining too brightly, and set your camera to shutter priority. For starters, try to freeze the motion of a speeding car. The faster a car travels, the faster shutter speed you'll need.

Set your shutter to around 1/125, and frame the road so that cars are whizzing across your frame—not heading toward or going away from you. Press the shutter-release halfway as cars go past. When a car is fully in your frame, snap the shutter. Then review your image. If the car is a bit blurry, set a faster shutter speed and shoot again. If it's in sharp focus, but a little underexposed, set a slower shutter until the exposure and freeze-factor are right.

To capture motion, set the shutter to 1/16 or slower, frame the same composition, and press the shutter-release halfway to lock focus. Then pan the camera so that you're facing oncoming traffic, and begin tracking the motion of one car, keeping it at the center of your frame. Just as it's about to race past you, press the shutter fully and continue to pan the camera, keeping the vehicle in the same area of your frame until you hear the shutter



A fast shutter speed lets you freeze a moving car in its tracks.



A slower shutter accompanied by panning gives the illusion of motion to an otherwise stationary car.

snap closed (this takes practice). The car should be in focus while the background elements appear streaky. If you don't see much movement, the car was traveling too slow for the shutter speed; set a slower shutter and try again. If you see motion but the image is overexposed, lower the exposure compensation (see "Know When to Compensate," p32). Alternatively, you can capture a car's motion by framing the cars whizzing by and pressing the shutter-release just as one enters your frame fully—the car should appear as a streak, while the background elements should be in sharp focus.

) In Search of the Right ISO

When it comes to setting the right shutter speed, the available light plays a major role. The lower the lighting, the longer the shutter needs to stay open to produce a well-exposed image. This poses a problem when you're trying to freeze action in low light—say, at a rock concert. While instinct may tell you to use a flash, doing so will obliterate the unique lighting. Instead, bump up the ISO, a film-sensitivity standard established by the International Standards Organization.

An ISO rating measures film speed, or film's sensitivity to light. Common film speeds include ISO 100, 200, 400, and 800—the higher the number, the faster the film, meaning the shorter the time required to produce a good exposure. The digital world uses this same standard to measure an image sensor's sensitivity range; settings between 100 to 200 are common auto-exposure standards.

Therefore, if you're trying to freeze some rock singer's headbang mid-fling, boost the ISO so that the camera can snap the shutter faster to freeze the action and get a good exposure. While many SLRs produce good exposures at ISO 400 and faster speeds, many prosumer cameras produce image noise at faster rates. Experiment by trying to freeze moving objects in a dimly lit room at various ISO, shutter, and exposure compensation combinations in shutter priority mode to find a good compromise between a decent exposure and low noise.

Go Full Manual

Sometimes shooting in aperture priority or shutter priority just won't cut it if you're looking for something more than just a normal exposure. That's when you need to shift gears to full manual mode. With full control, you can tweak the exposure



Left: Higher ISO settings allow you to avoid camera shake while snapping in the dark.

Below: shooting at high ISO settings helps to freeze action, eliminating the need for flash. It also preserves mood lighting.



to your creative whim. For example, if you want to play up the intricate lines of a backlit object, underexpose the image to highlight its illuminating outline. If you want to make a portrait look more glamorous, overexposing the image can add intrigue. Also, having full control can bail you out of those times when your camera refuses to produce the desired exposure.

BREAK OUT THE SAFETY NETS

When it comes to taking great pictures, you often don't get all the time in the world to painstakingly compose the perfect exposure. You may have just seconds to take one shot and if you want it to be a good one, employ one of these modes.

Auto Exposure (AE) Bracketing

In this mode, the camera shoots multiple shots and produces three images (some models can do more) at varying increments of exposure. Use this when faced with tricky lighting conditions, such as scenes with dark shadows and bright sun, or when you don't have enough time to experiment with exposure compensation or manual settings.

Continuous

This mode allows you to capture a series of continuous still images for as long as you hold down the shutter-release.

Cameras vary widely in terms of how many images you can snap sequentially and how many frames per second the camera can capture. Use this to capture those once-in-a-lifetime moments to ensure that you get at least one decent image.



In aperture priority mode, our camera produced this well-balanced image. But we wanted to make our gargoyle look more menacing, so...



...in manual mode, we sped up the shutter pace from 1/13 to 1/30 to create this darker, more eerie exposure.

But how do you come up with the right aperture size and shutter speed combination to get the exposure you want for your composition? Simple: Cheat.

Let's say you want to turn your boo into the next supermodel. Normally, you'd use aperture priority to get a nice portrait shot. But if you overexpose the image a bit, you can blow out the lighter facial details and shadows, creating a pseudo soft-focus effect that empasizes the eyes and lips. To do this, in aperture priority set an aperture and press the shutter-release halfway. To overexpose the image at your chosen aperture, you need to set a slower shutter than what the camera automatically sets, so make note of the current setting. Then turn your dial to manual mode, set a slightly slower shutter (your aperture setting should carry over), and shoot. Experiment with different shutter settings to see how they affect your composition.

On the other hand, if you're shooting subjects out in the bright

sun and your images display a lot of overexposed highlights, set the camera to manual, keep the same aperture setting but choose a slightly faster shutter speed to lessen the light exposure, and snap again. If your images are coming out darker than what you want, set a slower shutter.

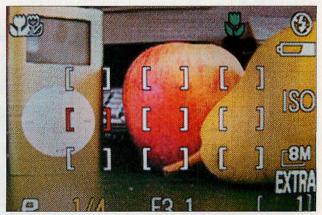
The same principle applies to situations where you're shooting in shutter priority. Once you've established a setting to freeze or capture motion, set the camera to manual and alter the aperture size to brighten the exposure (set a wider aperture) or darken it (set a smaller aperture). Again, experiment with different settings to see how your changes affect the outcome.

Focus on Auto Focus

When it comes to auto focus, 99.9 percent of digital cameras feature it, but many offer more than the one focal point. Most models feature some sort of *auto 5-point AF* mode, which essentially means that the camera can detect focus at five different points in your frame and will choose a point automatically (some cameras offer more points). This is useful when you're focusing on subjects that aren't in the middle of your frame. When you press the shutter-release halfway, you should see a set of focus indicators on the LCD or in the viewfinder that show at which point or points your camera is currently focused. From there, you can lock focus with the AE/AF-L control.

But some cameras also offer a manual version of multipoint auto focus, which comes in handy if your composition contains many objects (such as in our aperture experiment) and you don't want the camera to play Russian roulette when choosing the appropriate focus. This mode appears in your menu as *manual 9-point AF*, or the like. In this mode, you should see a set of focus indicators like the auto ones, but you can choose which point is active by using the camera's multiselector.

If you don't have manual auto focus and your multipoint auto focus keeps focusing on something other than what you want, set your camera to use plain old 1-point auto focus, where the focal point is the center of the frame. Then center your subject in your frame, press the shutter-release halfway, reframe your composition to place the subject where you want, lock the focus with the AE/AF-L control, and push down the shutter-release fully.



This manual 9-point autofocus lets us decide at which of these points the camera should place its focus.



Pushing the White Balance

No matter what type of lighting you're in, you always see white as white because your brain automatically makes a white-balance correction. But this isn't the case with cameras. Fortunately, your camera has several white balance settings to prevent discolored images caused by a light source's color characteristics. In other words, if you're shooting pictures of your breakfast in the kitchen, the fluorescent setting ensures that your meal doesn't resemble green eggs and ham in the fluorescently lit room. But you don't have to follow convention. You can change the mood of your composition by using a different setting to tint your image—kind of like how directors tint their films to add warmth, give a scene coldness, or make things look eerie.

Say you're shooting something indoors at night or outside on a sunny day, and you want to add warmth to the scene. Instead of setting a tungsten or daylight white balance, use a flash white balance setting. This will produce an image that's a little more orangey-red than the actual scene, giving it a warmer, cozier feel. If you want to add coldness to a sunlit or fluorescently lit image, try shooting a scene using the tungsten white balance. You might not get the desired result with every scene, so again, experiment.

> Balance Your Own Whites

Sometimes no matter what white balance you use, your pictures still come out off-color. If you're shooting for accuracy, create your own white balance setting. Grab a sheet of white paper, foam-core board, or other nonreflective white, flat object, and





Using the flash white balance setting, we transformed our normal day lit scene (left) into an even warmer one (right).

place it in front of your subject, making sure that it's lit in the dominant lighting mix of your shooting environment. Then select the custom white balance mode in your camera. Though the process varies by camera, basically all you need to do is activate the mode, fill your frame entirely with the white object, and select *measure* in the camera (your manual will show you how)—the camera will sound as if it's taking a picture. Your white object should now appear white in your camera's LCD or viewfinder. You can now shoot with this setting until you change your lighting conditions.

Manual-control evangelist Kris Fong believes that the only things that should be pointed at and shot are all the spambots holding her email address hostage.



Let me take you on a trip...

Quick, where do you most often listen to music? In your car, right? The easiest way to enjoy all of that music in your car is the Griffin iTrip. Snap iTrip on your iPod or iPod mini and suddenly your music is filling up your next road trip, daily commute or business trip - right through the built-in FM stereo of any car. Buy an iTrip for your iPod or iPod mini and your favorite song will always be on the radio.

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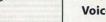


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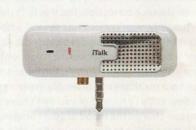
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ant to tune out the holiday caroling at your door? Slip on a headphone set like Altec Lansing's AHS602 model (shown here), and play a game of Star Wars: Knights of the Old Republic. There's nothing like the sound of clashing light sabers to drown out the fa-la-la-la-ing. But you're less likely to be a grinch with a new iMac G5 under the tree-check out our exhaustive review. And when the holidays start to stress you out, turn to Goldfish Aquarium for a bit of serenity. If you don't get the gifts you want for the holidays, there's always January 2005-we'll get our grubby hands on Apple's Production Suite, Wacom's Intuos3, and Bare Bones' BBEdit 8.0, and then give you the lowdown on each.

- 48 AHS602 headphones with mic
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The**Hot**List

50 The best of the best from recent reviews.



Compatible with Mac OS X or later.



Compatible with Mac OS 9 or earlier.



We'd spend our own hard-earned money on this product.

20-inch iMac G5

'PODISH, POLISHED ALL-IN-ONE MAC

When the 20-inch iMac G5 arrived in the *MacAddict* offices, giddiness ensued. As we unpacked it, plugged it in, and powered it on, the huddled staffers let loose a uniform, "Oooh!" Apple's ability to create cutting-edge industrial design remains unmatched—but after a couple of weeks of brutal testing, we came back down to earth. The iMac G5 isn't a revolutionary leap ahead of the iMac G4, but, instead, an evolutionary step ahead in performance, expandability, and design.

Speaking of design, let's get the obvious out of the way: The new iMac G5 looks like an iPod. Like the design? Some do, some don't (most of us do), but it's clear that Apple hopes to work a little 'Pod magic on iPod-owning, PC-using consumers to persuade them to buy an iMac G5—either the \$1,899 1.8GHz 20-inch version we tested, or its 1.6GHz (\$1,299) and 1.8GHz (\$1,499) 17-inch siblings.

What's inside. The iMac G5's innards are housed behind its LCD screen. The case is remarkably easy to open-just loosen three screws, pop off the back panel, and you find a pachinkolike layout of computing excellence: a 90nanometer 1.8GHz PowerPC G5 CPU with a 512K L2 cache running on a 600MHz frontside bus (the channel that passes data between the processor and the rest of the system), and a system controller that's a "lite" version of the Power Mac G5's U3 controller. You also get a paltry 256MB of DDR400 SDRAM, a hefty 160GB hard drive, a SuperDrive, and a 64MB nVidia GeForce FX 5200 Ultra graphics subsystem. Bluetooth (\$50) and AirPort (\$79) are optional.

Unlike older iMacs, you can easily replace many of the iMac G5's parts. You can remove and replace the hard drive and SuperDrive quickly, but you can't use just any ol' third-party drives. The optical drive requires Apple-only firmware that allows it to work vertically, and using a non—Apple-certified hard drive voids your warranty. On the bright side, if your LCD dies, you can replace it yourself—just visit your local Apple service provider or contact Apple tech

C G5

ONE MAC

Apple's latest white knight.

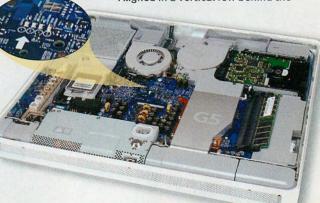
support, and Apple will send you a new LCD and front bezel (free if it's under warranty). To remove the LCD, you just remove a few screws and carefully tug on the plastic tab at the top of the motherboard.

Four diagnostics LEDs grace the center of the motherboard. Power up the iMac G5 (sans back cover), and watch the light show: LED 1 lights up when the power supply is working properly. LED 2 tells you that the motherboard is getting the needed juice. A beaming LED 3 means that the LCD is getting a proper video signal. LED 4 is one you don't want to see lit—if it is, your iMac G5 is overheating.

Assembly required. Setup takes just a couple of minutes—all you need to connect is

These diagnostic LEDs on the motherboard will tell you if there's something wrong with your iMac G5. the keyboard, mouse, and power cable. Add a minute or two more to connect your Internet connection and USB and/or FireWire peripherals, plus a few minutes if you're transferring data (via Setup Assistant and FireWire) from an old Mac OS X-equipped Mac. The iMac G5 takes up little room on your desk, but you need at least 6 inches of clearance on its right side; the SuperDrive's slot is located on the upper-right side, and you need space to insert and eject discs.

The optional wireless keyboard and mouse (\$99 for the pair) make the G5 clutter free—that is, until you add peripherals to the iMac G5's rear ports. Aligned in a vertical row behind the



display's right side are a pair of FireWire 400 (no FireWire 800) and three USB 2.0 ports, plus 10/100BASE-T Ethernet, V.92 modem, and line-in audio ports. There's also a headphone port that doubles as a mini-optical plug supporting up to 5.1channel audio. A \$19 Apple VGA Display Adapter connects to a mini-VGA port for mirroring video to another display or projector, and a \$19 Apple Video Adapter does the same for S-Video and composite video output. Fill all of these ports, and the cables become straggly hairs from the perfectly coiffed iMac G5's head.

Apple's wireless keyboard doesn't have USB ports, so you have to reach around the back of the iMac G5 to attach a USB thumb drive or camera-or, for that matter, a FireWire-equipped video camera. What happened to the easyaccess digital-hub concept?

One important setting you need to configure is Power Step-an iMac G5 capability similar to the Power Mac G5's Power Tune. Go to System Preferences > Energy Saver > Options, click the Processor Performance pop-up menu, choose one of three settings: Highest, Automatic, or Reduced. Highest sets the iMac's PowerPC processor to run at full speed at all times. Reduced slows the processor down to half speed (the Reduced setting in the Power Mac G5's Power Tune uses a range of reduced speeds), while Automatic adjusts the speed up or down as Power Step sees fit. Our testing showed a dramatic speed boost when using the Highest setting, but it also resulted in more fan noise and greater power consumption. On the bright side, an Apple spokesperson assured us that running at Highest won't shorten the life of the processor.

How fast is it? With 256MB of RAM and Processor Performance set to Automatic, the iMac G5 is not impressive. When exporting a PDF from InDesign, for example, it's a mere 3 percent faster than an iMac G4. Running a Photoshop Action designed to simulate real-world tasks on a 50MB file and using QuickTime Pro to convert a digital video file to MPEG-4 were even more distressing-our tests showed the iMac G5 a measly 1 percent faster. Things got a bit better when we ripped a music CD (The Shaggs's Philosophy of the World, a high-water mark of western culture) into AAC files-the iMac G5 showed an 8-percent increase over the iMac G4. Other tests showed moresignificant improvements: Our Photoshop Action test with a 25MB file improved 20 percent, and **Unreal Tournament 2003** framerate tests showed boosts of 12 percent and 76 percent in the flyby and botmatch benchmarks, respectively.

When we set Processor Performance to Highest, however, the iMac G5 stopped embarrassing itself. Even with 256MB of RAM, performance improvements over the iMac G4 were in the double digits: InDesign, 60 percent; Photoshop Action (25MB file), 28 percent; QuickTime conversion, 70 percent; UT2K3 flyby, 19 percent; UT2K3 botmatch, 85 percent.

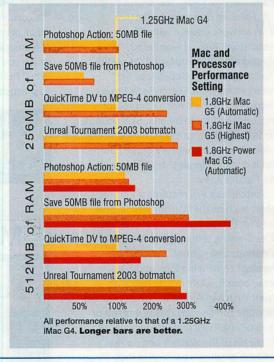
A couple of curious performance issues arose during our testing. In tests that stressed the hard drive, such as duplicating a 2GB file in the Finder and saving 100MB and

50MB Photoshop files, the iMac G4 was consistently faster than the iMac G5. We also found that extra RAM doesn't affect CD-ripping performance in iTunes-the iMac G5's speed was the same with 256MB and 512MB.

The bottom line. Apple wants the iMac G5 to settle into your home as a digital hub. With its compact design, you could have an iMac in every room: in your

EVOLUTIONARY, NOT REVOLUTIONARY

To gauge the performance of the 1.8GHz iMac G5, we ran dozens of real-world tests-far too many to include here. We also ran the same tests on a single-processor 1.8GHz Power Mac G5 (0000) Nov/03, p44) and a 1.25GHz 20-inch iMac G4 (00000 Mar/04, p43). We tested all three with their stock RAM (256MB for the iMac and 512MB for the Power Mac G5), then upped the RAM on both iMacs to 512MB-256MB in an iMac G4 or G5 is a criminally small amount of RAM. We ran our tests with the iMac G5's Processor Performance set to Automatic, then again at Highest. In a nutshell, set your iMac G5's Processor Performance to Highest, and buy yourself more RAM.



kitchen to access recipes, in your living room as your entertainment center, in your bedroom for late-night DVD watching, and, of course, in your home office. Although it's not a speed-burner, the iMac G5 is potent enough to satisfy the needs of your digital daily life. If you're a pro user, however, pass it by and opt for the oomph and expandability of a Power Mac G5 .- Roman Loyola

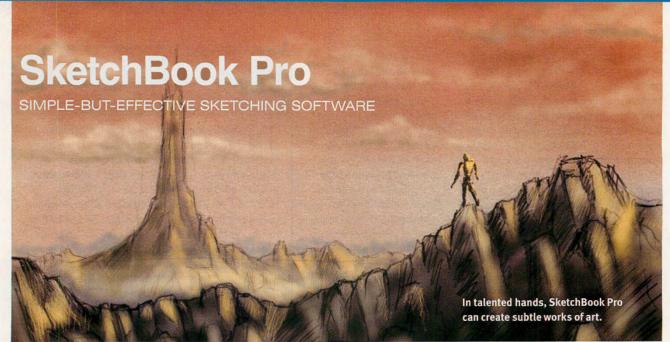


COMPANY: Apple CONTACT: 800-795-1000 or **PRICE:** \$1,899

G5, 512K L2 cache, 600MHz frontside bus, 256MB 408-996-1010, www.apple.com DDR400 SDRAM, 64MB nVidia GeForce FX 5200 Ultra, 160GB SATA hard drive, SuperDrive

SPECIFICATIONS: 20-inch LCD, 1.8GHz PowerPC GOOD NEWS; Easy setup, Small footprint, Beautiful display. Quiet. User upgradable and repairable. BAD NEWS: Low RAM, Limited upgrades, No FireWire 800. Lacks front USB or FireWire ports.





When we first saw impressive artwork created with Alias'
SketchBook Pro, we wondered, "How will this app stand up against Corel's Painter (Second Sep/03, p46)?"
But when we tried SketchBook Pro we discovered that it's not a competitor—and it doesn't try to be one. SketchBook Pro is a simple, clean sketching app with a decent-yet-rudimentary brush palette, and it doesn't simulate real-life media like Painter does.

SketchBook Pro requires a graphics tablet such as the Wacom Intuos 2 we used for this review. The general feel of its drawing tools (called Brushes) is smooth and natural. Pencils have the most convincing look and feel of the bunch, while others, such as Paintbrush and Airbrush, are decent but not quite convincing. This is a result of SketchBook Pro's inability to account for the tilt of the Wacom pen-a real airbrush produces a different look if you angle its tip sideways as opposed to pointing it straight ahead. The editable attributes of SketchBook Pro's Brushes are based on manipulating a circle shape; pressure (size and opacity), edge softness, shape (circle or oval), and slant are all you have to work with.

The interface is elegant and designed to keep your work session productive. Six icons in a quarter-arc are arranged in

the corner of your screen; clicking any of these brings up a circular arrangement of icons called Marking Menus, over which you flick the pen to access the icons' functions. If you want to change your brush from a pencil to a marker,



Flick your pen across tools in the Marking Menus to keep your workflow flowing.



Nonartists can use SketchBook Pro's annotating feature—great for critiquing an artist.

click the brushes icon, flick the pen to the left where an icon of a brush appears, and voilà, it's a brush.

SketchBook Pro allows you to work in Photoshop-like layers that promote freedom and creativity you can't get

in real-life drawing and painting. For example, if you create separate layers for airbrush and outlines, you can edit them independently; erasing an outline doesn't mean erasing the airbrushed "paint." You can even paint with different color combinations on different layers while keeping the same outline—great for conceptual designers who must present their clients with variations on the same sketch.

SketchBook Pro comes with

a companion app called SketchBook Snapshot-a screen-capture utility that takes a screenshot of your Mac screen and opens it in SketchBook Pro. Alias also provides a downloadable collection of templates and backgrounds that boosts SketchBook Pro's value tenfold. Templates include common pre-printed blank sheets such as grids, charts, storyboards, and musical staff paper. The backgrounds are textures, including corrugated paper and napkin.

SketchBook Pro handles basic sketching and painting nicely. It's ideal for conceptual designers and production-based artists, but if you want realistic results, opt for Painter.

—Andrew Tokuda



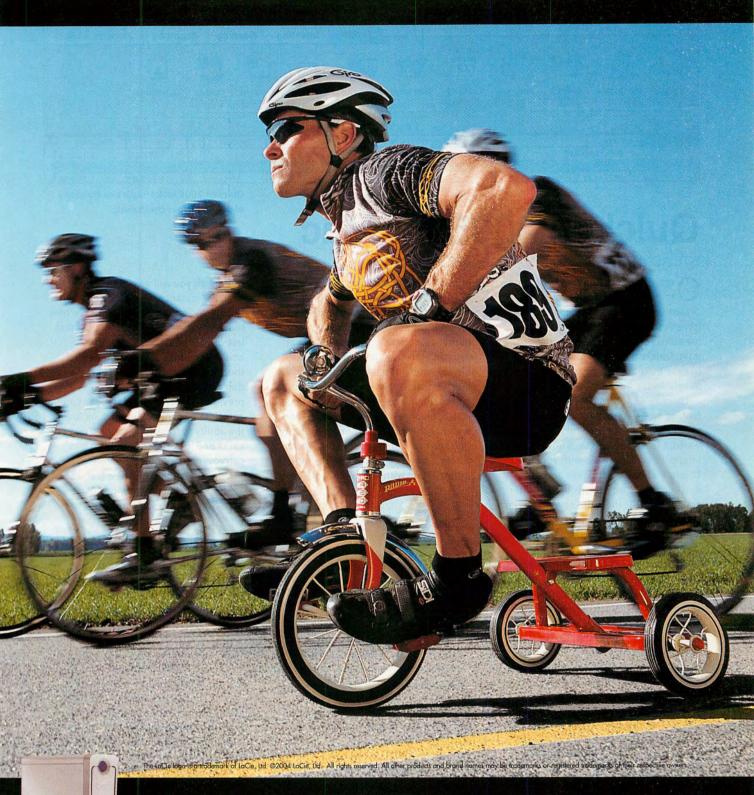
COMPANY: Alias CONTACT: 800-447-2542, www.alias.com PRICE: \$179 REQUIREMENTS: G4 or faster, Mac OS 10.3 or later, 256MB RAM, 32MB VRAM, pressure-sensitive graphics tablet and pen

GOOD NEWS: Marking Menus keep you productive. Serves double-duty as painting and annotating app.

BAD NEWS: Brush attributes lack depth.







TO KEEP PACE WITH THE PROS, YOU'VE GOT TO HAVE THE RIGHT EQUIPMENT. THE LACIE D2 HARD DRIVE EXTREME SPORTS THE LATEST FIREWIRE TECHNOLOGY, TAKING FULL ADVANTAGE OF FIREWIRE 800'S REAL-TIME DATA DELIVERY CAPABILITIES. WITH AN AWARD-WINNING DESIGN, THIS DRIVE IS ENGINEERED TO BE THE PERFECT SOLUTION FOR DIGITAL VIDEO WORK, DATA BACKUP AND IMAGE ARCHIVING. THE LACIE D2 HARD DRIVE EXTREME. THE PROFESSIONAL CHOICE. WWW.LACIE.COM



Quicken 2005 looks much like Quickens of old—and your checkbook.

Quicken 2005 for Mac

STEADY PERSONAL FINANCE SOFTWARE

or cleaning your finances is right up there with setting up a filing system or cleaning out a cobwebbed attic you haven't touched in years. It's a good idea, but you know it will be a major pain. Quicken 2005 for Mac attempts to ease the pain but only somewhat alleviates the headaches.

Quicken's Express Setup is the magic feature intended to make it fast and easy to set up all of your accounts. In an ideal world, Express Setup takes advantage of your online relationship with your bank to automatically set up new accounts and keep them up to date. While that sounds peachy, there are caveats. When we tried to set up Wells Fargo accounts using Express Setup, we had to call Wells Fargo first to set up Direct Connect (the service you need to make it work)which costs three dollars per month (charges vary from bank to bank-some offer it for free). Since we didn't want to rack up yet another monthly charge, we decided to bypass that service and use Web Connect instead, which means that we had to manually download data online and bring it into Quicken. Setting up our accounts was still easy (and at least we didn't have enter all of our account info manually), but we still had to go online regularly to download the latest data. Our other bank-Bank of America-had no Direct Connect feature. so we had no choice but to use Web Connect. The moral: Check if your bank

offers Direct Connect first.

The other new marquee feature in Quicken 2005 is the ability to keep an inventory of home items for insurance purposes, complete with pictures that you can grab straight from iPhoto. Simply enter information (such as purchase date and worth) about your most valuable possessions—your Mac, watch, favorite pair of underwear—and organize them by room and/or category. Quicken can display your entire iPhoto library, so you can associate any picture within iPhoto with any item. Cool, if you

Quicken can now keep track of your valuables, complete with visuals from iPhoto.

want to take the time to do an inventory. Just remember to keep a backup copy off-site.

Quicken 2005 features a few other minor improvements. First, Intuit bulked up the tax planning section in order to produce a more-accurate estimate of how much you will owe at the end of the year. For instance, if you run your own business, you can now tell Quicken how much you plan to write off for business use of your home. Plus, if both you and your spouse are entrepreneurial, there's a column for each of you (so you don't have to combine that info as with previous versions). Similarly, the capital gains dialog is more detailed, including the ability to track long-term 20 percent gains and losses and long-term loss carryovers from the year before.

One minor but useful new feature

is the ability to wipe out all categories you don't use with one command. For instance, if you don't have a child or you're a bona fide Scrooge, there's no reason you need to scroll through a menu that contains Child Care or Charity whenever you categorize your transactions. The Remove Unused Categories command will eliminate all those for you.

While all of these improvements are welcome, they are nothing to call Mom

about. There's no denying that Quicken is a great choice if you want to plunge into organizing your finances on your Mac. But Quicken 2005 may not offer enough upgrade incentive for those of you who are already organized.

-Cathy Lu



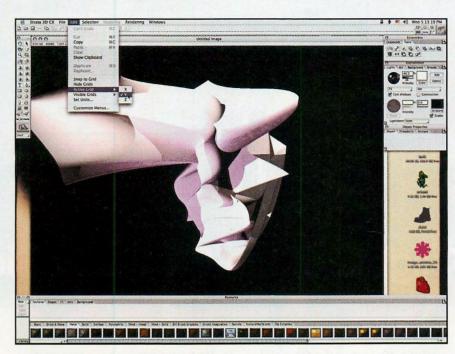
REQUIREMENTS: PowerPC processor, Mac OS 10.2.8, 10.3.4 or later, 128MB RAM, 40MB hard disk, 1024 by 768 display, 56-Kbps or faster modern for online features

GOOD NEWS: Accounts easier to set up—sometimes
Cool iPhoto integration.

BAD NEWS: Express setup not as express as if

BAD NEWS: Express setup not as express as it sounds. No life-changing upgrades.





Strata 3D CX

APPROACHABLE 3D-MODELING SOFTWARE

It's difficult to break into the third dimension—just ask any graphic artist who's attempted to enter the world of volumetric design. Strata 3D CX targets illustrators and graphic designers who may not usually do 3D modeling. That doesn't mean Strata 3D CX lacks power, though—it has numerous tools that'll appeal to the hard-core 3D designer.

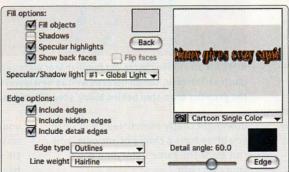
3D programs often have interface designs that run counter to the Mac, but Strata 3D CX has the look and feel of a Mac application. It conforms to Apple's Human Interface Design standard, instead of using its own idiosyncratic menus and radio buttons. Plus, its sensible toolbars, dialogs, and palettes have both simple and expert modes.

Strata 3D CX has a number of textures—some predictably hokey, yet handy. Endless tweakability is possible in expert mode, but for



laying down a quick surface on an object, simple mode works just fine. An impressive set of *procedural textures*, which have modifiable parameters, provides plenty of opportunity for customization.

Animation and lighting tasks are more difficult to jump into, but you can produce anything from a basic spinning logo to full-on *inverse kinematic chains* (an advanced animation technique) with bones and environmental effects. The project window (where you create and adjust animation) could be integrated into the main interface more gracefully,



You can turn your 3D images into 2D vector format, but you get only a tiny window to preview your results.

Strata 3D CX conforms to Apple's interface standards, so it looks and feels like a normal Mac app—unlike most 3D software. but it's intuitive.
Strata 3D CX
now flattens and
exports 3D models
to vector format
through Strata 3D
Vector, an optional
\$139 plug-in. You

can export animations as flash files or as single-image formats including Illustrator, EPS, SVG, and SWF. You must simplify textures and lighting to make your model into line art-Strata 3D CX does a competent job of doing this automatically. Unfortunately, you get only a postage stamp-size preview of what your vector image will look like. Strata 3D CX's integration with Adobe applications is handy when you're working back and forth between textures, line art, and renders, though line-art conversion doesn't usually include textures. You can use layered Photoshop files for textures, and the layers themselves can represent bump maps, alpha channels, or other elements.

Other new features include Meld, HDRI (high dynamic range imaging) support, Polyspline SDS (subdivision surface) modeling, the ability to import FBX files (used to exchange 3D data and frequently containing motion-capture data), and LightDomes (which project light on your scene according to luminance values in a background image).

Strata's community is helpful for troubleshooting, critiques, and advice. Stratacafe.com has example files and spectacular renderings, many created by people who work for Strata. There's also

online documentation—great, since the manual, while well written, is difficult to navigate.

Make sure you're packing more than a poky G3 and the minimum amount of RAM—on a 450MHz G4 with 896MB of RAM, we experienced redrawing problems and painfully long rendering times.

There's a lot to like in Strata 3D CX for both new users and experts. The new features and ease of use make it a top choice among 3D-modeling tools.—Paul Yoon

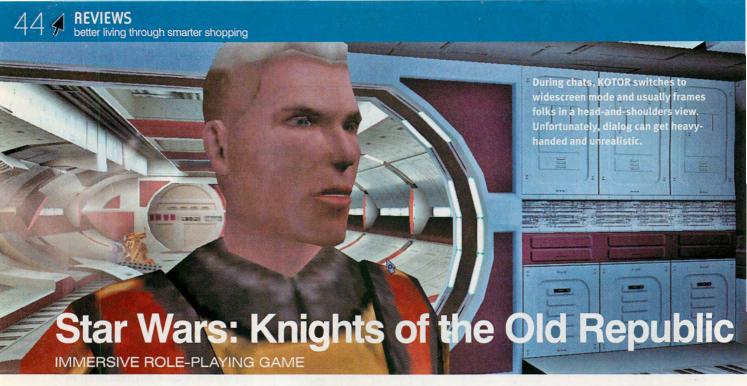


COMPANY: Strata CONTACT: 800-678-7282, www.strata.com PRICE: \$695 (\$349 academic)

REQUIREMENTS: Power Mac, Mac OS 10.2 or later, 256MB RAM, 250MB disk space, 800 by 600 screen resolution GOOD NEWS: Easy learning curve. Vector export. Helpful community.

BAD NEWS: Frustrating manual. Animations not immediately apparent or easy to use. Dubious minimum system requirements.





e've been blessed with some top-notch Star Wars action games, such as Jedi Knight II: Jedi Outcast (Feb/03, p37), and its less-impressive follow-up, Jedi Academy (May/04, p54). Both games let us fulfill our Jedi fantasies of wielding light sabers, using the Force, and kicking galactic butt in fast-twitch combat. Star Wars: Knights of the Old Republic is a whole different experience, however. Rather than an action shooter, it's a role-playing game set in the Star Wars universe.

In KOTOR, you play a character caught up in the familiar struggle between the light (good) and dark (evil) sides of the Force. The time: 4,000 years before the Death Star was even a gleam in Darth's eye. The setting: a desperate war between legions of Jedis of the Republic and Dark Sith followers. As an RPG, KOTOR focuses less on action, and involves recruiting a party of different characters to follow you as you explore different worlds and solve problems and mysteries.

Character interaction plays a huge role in the game—and we don't mean simply blasting anything that moves. Your party encounters dozens of different characters (including humans, droids, Jawas, and Wookies), who deliver thousands of lines of dialog recorded

by voice actors. Although the dialog is well delivered, it's often too wordy to be realistic. After a character delivers a line, you choose from a variety of responses from a text list—for instance, you might kiss up to a character, insult his honor, ask a follow-up question, or make a definitive statement. Conversations can include several exchanges (they get



KOTOR's 3D engine churns out familiar Star Wars settings (such as Tatooine, shown here) as well as new worlds, but the graphics are a step behind today's top 3D games.

downright chatty sometimes), and since you often have a choice of answers, you can guide the game's storyline down your own path.

There's also a fair share of combat involving blasters, bladed weapons,

grenades, and—of course—single and dual light sabers. But the combat isn't totally interactive; when a fight breaks out, the game pauses and lets you choose actions (such as putting up a shield or drawing a light saber) for your characters to perform. Then gameplay starts again, and your characters act out your commands in real-time—you

can also add more commands during combat, providing a bit more spontaneity. The game takes into account each combatant's weapons and attributes, and determines the winner—you can even look up all the programming math that underlies these fights after they play out.

If you have a soft spot for RPGs, you'll be thrilled with KOTOR. It's an epic adventure with a huge world to explore and lots of subplots that

you can either follow or not, depending on your choices. Just make sure you're OK with the game's slower pace, because if it's the swashbuckling style of other Star Wars games you crave, KOTOR won't satisfy you.—Helmut Kobler

COMPANY: Aspyr CONTACT: 888-212-7797, www.aspyr.com PRICE: \$49.99

REQUIREMENTS: 1GHz G4 or faster, Mac OS 10.3.4 or later, 256MB RAM, 4.2GB disk space, 32MB ATI Radeon 8500 or nVidia GeForce 2 video card or better, DVD drive GOOD NEWS: Deep, compelling story. RPG in a 3D, immersive world.

BAD NEWS: Graphics a bit out-dated. Stilted dialog.



MediaVault U320-R

SPEEDY AND RELIABLE SCSI RAID ARRAY

uge Systems' MediaVault is a prime example of a professional-quality desktop RAID storage device. It hooks up to your Mac via high-performance Ultra320 SCSI, enabled by a PCI-based host adapter. We used a \$549 dualchannel ATTO ExpressPCI UL4D, but the single-channel \$349 ExpressPCI UL4S will also work in your Power Mac G5 (a G4 requires the UL4D).

We had no problems during testing-setup was a snap. We chose the MediaVault's RAID 0 configuration for top performance, but a variety of RAID 3 configurations are also switch-selectable if you prefer data-protective security. In the RAID 0 configuration, our 600GB test unit was eye-poppingly fast. The

popular Xbench benchmarking utility (free, www.xbench .com), for example, showed sequential data-transfer speeds around 240MB and 160MB per second when writing and reading, respectively-that's well over four times as fast as the internal SATA-150 drive in a stock Power Mac G5 when writing and over three times as fast when reading. The MediaVault quadrupled the Power Mac's random-write speed, although the two machines' random-read performance was similar. The MediaVault was essentially twice as fast as the



when opening and saving 200MB Photoshop files on a Dual 2GHz Power Mac G5 with 1GB of RAM, and up to four times as fast when duplicating

files in a wide variety of sizes. Add killer features such as on-board diagnostics and five easily swappable drive modules (our unit had Hitachi Deskstar drives), and the MediaVault is an audio or video pro's dream machineif you're a pro with exceptionally deep pockets, that is.-Rik Myslewski



COMPANY: Huge Systems CONTACT: 877-484-3797, www.hugesystems.com PRICE: \$3,359 (600GB), \$3,909 (800GB), \$5,949 (1.25TB)

REQUIREMENTS: PCIequipped Power Mac, Ultra320 SCSI host adapter PCI card

GOOD NEWS: Extremely fast. Choice of RAID 0 or RAID 3 configuration. Onboard diagnostics. BAD NEWS: Expensive. Internal fan and five drives make it somewhat loud.



Xtremely attractive!

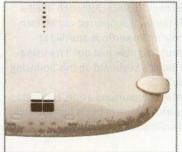
Formac's new digital solutions.

Gallery 1900 Xtreme



- Xtremely big: 19", 1280x1024
- Xtremely bright: 280 nits
- Xtremely sharp: 700:1 contrast ratio
- Xtremely fast: 15 ms pixel response

Studio TVR



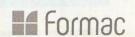
- Convert analog to high-quality DV
- Watch, pause, record live TV
- Free online program guide
- Encode to mpeg2 for DVD burning

Gallery 2010 Xtreme



- Xtremely big: 20.1", 1600x1200
- Xtremely bright: 300 nits
- Xtremely sharp: 700:1 contrast ratio
- Xtremely fast: 15 ms pixel response







Dexia Rack, Lapvantage, and iLap

UNIQUE NOTEBOOK STANDS

picking a notebook stand depends entirely on how you use your notebook—at home with an attached keyboard or display, or on the road wherever you can sit down to create a lap.

But it also depends on how you sit—upright or slouching—and where you park it—on a chair or sofa, on the floor, or at your desk.—Niko Coucouvanis

Dexia Rack

With the traveler in mind, the Dexia Rack combines in-lap and on-desk functionality with an industrial aesthetic that's tough, lightweight, and only 0.75 inch thick when you fold the legs into the stow-away position.

Unfolded, the legs snap into place, and crisscrossed metal cables keep them there under weight. Sitting on a sofa, floor, or bed, the Rack leaves about a 20-inch-wide berth for your legs—which made us feel a bit cramped, as if we were sitting in a skinny seat on an airplane or a Greyhound bus. In time, we found the Rack only slightly less annoying than a hot TiBook cooking our legs and future reproductive options.

The Rack worked better for us on a desk. Its 7-inch height raises your notebook's screen to a comfortable but nonadjustable level. You'll want to plug in a USB keyboard, and most will fit between the Rack's legs—it was easy to position ours for comfortable typing.

Overall, the Rack is a versatile stand that looks cool and travels well, but it isn't height-adjustable, it commands a sizable footprint, and at times it left us feeling kind of trapped.



Dexia Rack

COMPANY: Dexia Design CONTACT: 425-836-8380, www.dexiadesign.com PRICE: \$45.95 REQUIREMENTS: Notebook

GOOD NEWS: Techno-chic design. Superportable.
BAD NEWS: Reminded us
of sitting on an airplane.

MacAddict RATE

MacAddict RATED
OOOO
SOLID

Lapvantage

A low-rent cure for iMac envy, the Lapvantage gives your lap a rest—it's strictly a desk or table-top stand.

The third generation of a product formerly known as The Dome, the Lapvantage (available in white, black, and gray) sits on a 360-degree swiveling base that has rubber



We're renaming the Lapvantage stand iWishiWereAniMac.

footies for traction, but rotates with an unfortunate grating sound. In its favor, Lapvantage is height-adjustable from 4.325 to 6 inches—a large knob on the base's front locks the stainless steel neck in place. Although it felt a little flimsy, it supported our 15-inch aluminum PowerBook sturdily at various heights—just don't try using the 'Book's keyboard on this bouncing baby.

iMac comparisons aside, Lapvantage gets an A for intent but is just too tacky and unfinished for our taste.

Lapvantage

COMPANY: The Plasticsmith
CONTACT: 800-394-3774, www.lapvantage.com
PRICE: \$59.95
REQUIREMENTS: Notebook

GOOD NEWS: Looks cool in a ghetto-iMac way.
BAD NEWS: Feels cheap.

Makes a grating sound while rotating. Requires add-on keyboard. MacAddict RATED
S0-S0

iLap

A sloucher's best friend, the iLap sits right in your lap. Compared to the Dexia Rack, which we might use on the floor of a crowded convention hall, the iLap works better in a comfy chair, sofa, or bed simply because it moves with you rather than pinning you between its legs.

The iLap's designers didn't skimp on padding; the front edge of the stand wedges into a fat pillow that's easy on the legs and doubles as a wrist pad.

This pillow is a nice touch—it blocks a 'Book's front-loading CD slot, but you can adapt—and it's attached with Velcro, so removing it is simple. Under the rear of the iLap, there's a smaller pad affixed to a 2.75-inch-wide hinged bar that pivots about 45 degrees—we appreciate the padding, but the pivoting bar combined with the frontal pad make the whole rig a little squirrelly if you type too vigorously, especially compared to bare-lap use.



The iLap is a great choice for the bedridden.

The iLap is also desktop friendly, elevating your 'Book's screen without requiring an add-on keyboard, but that convenience costs you a few vertical inches compared to other stands.

iLap

COMPANY: Rain Design CONTACT: 415 863 3826, www.raindesigninc.com PRICE: \$49.90 to \$69.90 REQUIREMENTS: Notebook

GOOD NEWS: Adaptable for in-lap use. Fine on a table without an extra keyboard.

BAD NEWS: Front pad blocks disc drive and causes slight wobble. MacAddict RATED
GREAT



LIFE STOOD STILL FOR 13 MINUTES. History changes in an instant. Never more so than in Rise of Nations,

a new real-time strategy game from Brian Reynolds, lead designer of Civilization II. Experience the depth of turn-based strategy games at an RTS pace through 6,000 years of history and 18 ancient nations. It's the most intense RTS of its kind. Think fast. Fight faster, Defend, defeat, bargain, befriend, plot and plunder. Do it all under the gun with zero margin for error. Nothing is historically impossible, and only the quick and the brazen survive.









www.macsoftgames.com

Blood and Gore Violence









MacSoft

PistolMouse FPS

DANGEROUS-LOOKING GAMING MOUSE

With a fast-tracking sensor, primary and alt-fire buttons, and an ambidextrous scroll wheel that accommodates lefties or righties, PistolMouse is everything a gun-modeled input device should be. However, we found that actually using the PistolMouse was a mixed bag. The optical sensor sits up front on the base under the gun barrel rather than

under the handgrip, so turning your hand to aim the piece feels natural, but the secondary fire button sits under the primary—a tight design that's awkward to use. We often clenched the grip too tightly—a sure recipe for repetitive stress injury—as a side effect of trying to mouse accurately with our hand rotated 90 degrees sideways. But we'll get used to it—the fun of using the PistolMouse makes the pain

Ready, aim, scroll!

COMPANY: Monster Gecko CONTACT: 800-774-3256, www.monstergecko.com

worthwhile.-Niko Coucouvanis

GOOD NEWS: Killer looks. Tracks well.

PRICE: \$69.95
REQUIREMENTS: Mac OS X, USB

MacAddict RATED

GREAT

X

BAD NEWS: Takes some getting used to

AHS602

PEACE-KEEPING HEADPHONES WITH MIC

We were eager to test the Altec Lansing's AHS602 headphone set's 3D sound capability. It worked—but the effect was subtle. Sometimes rather than hearing sounds ahead or behind of

us, sounds simply increased in richness. Overall, music sounded a bit hollow, though the bass was good.

The headphones were comfortable to wear even after two hours, and the microphone makes sense—great for talking to other players in LAN parties—but it's permanently attached to the left side, which could get awkward for lefties. The wired remote attached to the headphone cables

works as it should and clips to your shirt or belt.

If you're constantly berated for your noisy gaming, the AHS602 can help.—*Roman Loyola*

COMPANY: Altec Lansing CONTACT: 866-570-5702, www.alteclansing.com PRICE: \$99.95

REQUIREMENTS: Audio-out and microphone jacks, AAA battery

GOOD NEWS: Comfortable. Built-in mic. **BAD NEWS:** Hollow sound. Cumbersome remote control. Mic fixed to left side.

Keep your

gaming to

yourself.



WiFi Spy

TOLERABLE WIFI DETECTOR

We've been let down by previous WiFi detectors such as Kensington's WiFi Finder (Nov/03, p58), so we were impressed when the red bars of Marware's WiFi Spy managed to pick up 802.11b and 802.11g signals accurately from most of the areas we visited.

However, it's not perfect. The WiFi Spy missed signals in surprising places, including known WiFi hot spots in San Francisco International Airport. It also displayed more-selective hearing than a traffic school attendee with our D-Link 802.11g router—it didn't find any signal until we were within 4 feet of the router.



The WiFi Spy is a reliable signal detector cleverly disguised as a pizza cutter.

While it has its problems, the WiFi Spy won't give annoying false positives and can save time for road warriors and roaming bandwidth seekers.—Noah Tsutsui

COMPANY: Marware CONTACT: 954-927-6031, www.marware.com PRICE: \$29.95
REQUIREMENTS: WiFi signal

GOOD NEWS: More accurate than most detectors.

BAD NEWS: Not always effective.

MacAddict RATED
SOLID

X

Rockin Chair

PLASTER IPOD SPEAKER STAND

Our maiden voyage with the Rockin Chair was a shattering experience—we dropped one as we were setting it up for testing and it broke into two pieces (fortunately, our iPod wasn't in it).

The Rockin Chair is handmade from plaster of Paris with splashes of color mixed in (plain white is also available). Unlike other speaker-equipped stands, it doesn't take up a lot of space because it has only one speaker—a 2.25-inch unit that directs sound down at your desk or nightstand surface. The sound is (not surprisingly) tinny but reasonably loud—enough to wake you up if you use your iPod's alarm-clock function.

The Rockin Chair is a comfortable stand for your iPod.

If minimalist form takes priority over quality in your book, give Rockin Chair a seat on your table.—Roman Loyola

COMPANY: Behind the Sign Art CONTACT: www.ipodspeakerstand.com

homemade.

PRICE: \$36.50

REQUIREMENTS: iPod or iPod mini

GOOD NEWS: Small. Uses iPod battery to run speaker. **BAD NEWS:** Fragile. Tinny sound. Looks

MacAddict RATED
SOLID





Goldfish **Aquarium**

CALMING SCREEN SAVER

rolific Publishing's Goldfish Aguarium puts a new twist on the virtual fish tank.

A total of 12 goldfish star in Goldfish Aguarium-14 fewer fish than in Marine Aquarium 2 (00000 Aug/03, p54). The settings dialog provides information on each fish's color, design, and fins; you can rank each fish's frequency and order of appearance in this dialog.

You have seven different fish tanks from which to choose, including the



Goldfish Aquarium features 12 fish and 7 tanks.

familiar settings with lush greenery and rocks. The Pond and Large clear tanks have no-nonsense blue backgrounds, but offer refreshing new visual perspectives-Pond displays the fishes from the top, as if you were looking down, while Large simulates a deep-sea feeling.

Goldfish Aquarium now animates each bubble and speck of debris individually, instead of using a looped animation. The fish also use revised algorithms that Prolific Publishing claims let the fish move more freely, but we couldn't detect a difference compared to Marine Aquarium 2.

For a serene diversion during the day, you can't go wrong with Goldfish Aquarium.-Roman Loyola

COMPANY:

PRICE: \$19.95 Prolific Publishing

CONTACT: 818-562-8400. **REQUIREMENTS: 500MHz** G4 or faster, Mac OS 10.1.5 or later, 128MB RAM, 3MB disk

www.lifeglobe.com space

GOOD NEWS: Excellent realism. No tank cleaning.

BAD NEWS: Only 12 fish to choose from. Limited number of fish onscreen at a time.

MacAddict RATED 00000 GREAT



PERFECTING THE ART OF DIGITAL MEDIA.

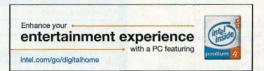
Roku proudly introduces two network-ready media players that set new standards in digital home entertainment.



The Roku SoundBridge Network Music Player plays your PC or Macintosh music files anywhere in the house. SoundBridge's super-bright display, sleek aluminum casing, built-in Wi-Fi,™ and iTunes® and Windows® Media Connect compatibility (along with support for all major music formats) make it a winning part of any home AV system.



The Roku HD1000 high-definition digital media player brings your highdef TV to life with digital photos, classic art and LiveArt, your entire music library — even video you've saved to your computer. Just pop in a digital memory card, or easily connect with your PC or Mac.







Roku and Intel are working together to enhance your home entertainment experience.

For information and special offers, visit www.rokulabs.com/ma2

the HotList THE BEST OF THE BEST FROM RECENT REVIEWS



NEW THIS MONTH





Native —— Instruments Guitar Rig

MacAddict Features Editor and pro guitarist Kris Fong said that this software package with hardware stomp box provides an "insane amount of customization."

Tivoli Audio iPal ⊶

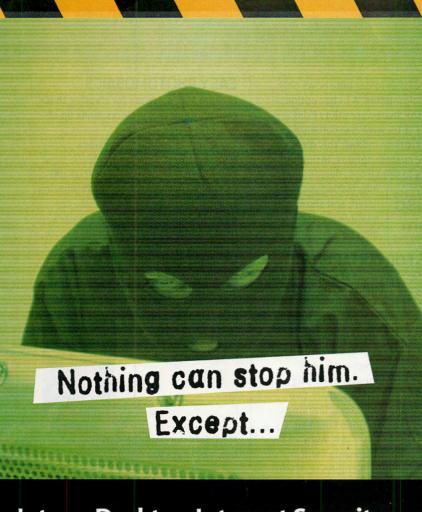


According to MacAddict How-To Editor Niko Coucouvanis, "When we jacked an iPod into the back" of this compact AM/ FM radio and speaker, "we were amazed at the broad spectrum and volume of sound [it] put out." SOFTWARE

AUDIO			
Ableton Live 3.0.2	\$399.00	May/04, p58	New effects, clip-level automation—in a real-time sequencer.
Native Instruments Guitar Rig	\$499.00	Nov/04, p40	Killer software plus a study stomp box will wow any guitarist.
Native Instruments Reaktor 4	\$559.00	Jun/04, p56	If you can imagine a sound, you can create it with this synth.
GAMES			
Aspyr Call of Duty	\$49.99	Sep/04, p52	This shooter has tons of action, detailed locales, and fun.
Feral Interactive XIII	\$55.00	Oct/04, p52	This mission-based shooter has an old-style comic book feel.
MacSoft Halo: Combat Evolved	\$49.99	Mar/04, p38	It's as awesome as your Xbox buddies say it is.
MacSoft Unreal Tournament 2004	\$39.95	Jun/04, p48	The best first-person shooter adds new vehicles and weapons.
GRAPHICS & LAYOUT			
@Last Software SketchUp	\$475.00	Aug/04, p54	Even professional architects will value this 3D sketching tool.
Adobe InDesign CS	\$699.00	Feb/04, p46	More features and easier navigation make layout a snap.
Adobe Photoshop CS	\$649.00	Feb/04, p44	Just when you thought Photoshop couldn't get better, it did.
Macromedia Dreamweaver MX 2004	\$399.00	Jan/04, p48	Our favorite Web-design tool adds improved CSS support.
Macromedia Flash MX 2004 Pro	\$699.00	Jan/04, p48	Don't know how to write code? Flash MX will do it for you.
Macromedia FreeHand MX	\$399.00	Jun/03, p49	In the race with Adobe Illustrator, FreeHand pulls ahead.
WoodWing Software Smart Styles CS	\$149.00	Sep/04, p50	Save and apply inDesign styles for objects, tables, and text.
PRODUCTIVITY & UTILITIES			
FileMaker Pro 7	\$299.00	Jul/04, p46	A complete rewrite vaults this database into the big leagues.
Microsoft Office 2004	\$399.00	Aug/04, p42	Enhancements to every app add up to a worthy upgrade.
VIDEO & ANIMATION			
Adobe After Effects 6.5	\$699.00	Sep/04, p46	This upgrade is strong enough to be called version 7.
Apple Final Cut Express 2.0.2	\$299.00	May/04, p48	Unless you need to go Pro, Express will save you \$700.
Discreet Combustion 3	\$995.00	Sep/04, p47	If you're serious about video compositing, get this software.

HARDWARE

ACCESSORIES			
Apple AirPort Express	\$129.00	Oct/04, p48	This portable wireless router will stream your iTunes music.
Microsoft Wireless IntelliMouse Explorer	\$64.95	Jan/04, p57	Our favorite desktop mouse adds horizontal scrolling,
RadTech BT-500 Mobile Mouse	\$54.95	Aug/04, p58	Here's the perfect mouse for Bluetooth-equipped travelers.
AUDIO & VIDEO			
Canon Optura Xi	\$1,499.00	Aug/04, p38	High-end features distinguish this mid-priced camcorder.
Elgato EyeTV 200	\$349.00	Jul/04, p53	This digital video recorder will change the way you watch TV.
Logitech Z-680	\$399.95	Jul/04, p49	There's only one word to describe these speakers: awesome.
MCE Technologies QuickStreamDV	\$729.00	Aug/04, p57	This rugged DV-encoding drive includes a hot-shoe mount.
Sony DCR-VX2100	\$2,999.99	Aug/04, p39	Want to move up to the big leagues? Here's your camcorder.
Sony DCR-HC20	\$499.99	Aug/04, p36	This compact, inexpensive camcorder has great image quality.
Tivoli Audio iPal	\$129.99	Nov/04, p50	You won't believe the sound of this compact radio and speaker.
DIGITAL CAMERAS			
Nikon Coolpix 5400	\$699.95	Dec/03, p22	This prosumer camera handles well and shoots even better.
Nikon D70 Digital SLR	\$1,299.00	Jul/04, p50	It's as close to perfect as any digital SLR camera we've seen.
PRINTERS			
Canon i560	\$89.99	Sep/04, p28	Ninety bucks can buy an exceptionally capable photo printer.
Canon i860	\$119.99	Sep/04, p29	This printer's Photo Black cartridge makes color photos pop.
Canon i900D	\$199.99	Sep/04, p31	Gorgeous borderless prints, color-LCD editingall good stuff.
SCANNERS			
Epson Perfection 2580	\$149.00	Oct/04, p37	This flatbed handles both reflective and film scans with ease.
Epson Perfection 4180	\$249.00	Oct/04, p39	Superior image quality earns this scanner our recommendation.
Microtek ScanMaker i320	\$129.00	Oct/04, p35	Killer photo-rescue software comes with this affordable unit.
STORAGE			
LaCie Big Disk Extreme 500GB	\$449.00	Aug/04, p55	Cutting-edge technology provides cutting-edge performance.
OWC Mercury Pro DVD-/+RW	\$175.99	Aug/04, p60	The speedy drive includes everything you need to start burning.
WiebeTech G5Jam 1TB	\$1,739.95	Aug/04, p59	This internal 4-drive RAID makes Power Mac G5s scream.



Intego Desktop Internet Security and Privacy Software for Mac OS X

The Internet lets you reach out to the world, expand your knowledge and broaden your horizons. But hackers and vandals stalk your Mac, offensive content abounds on web sites, and viruses threaten your files.

Intego provides the widest range of software to protect you and your Mac from the dangers of the Internet. Intego's multilingual software repeatedly receives awards from Mac magazines, and protects more than one million users in over 60 countries.

As the dangers of the Internet grow, Intego is hard at work, developing new software to protect you and your Mac from the latest threats to your security and privacy. Get the best protection for your Mac and for your world.



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Intego

NetBarrier X3

The first Internet security solution for Mac, including firewall, antivandal, filter, privacy and monitoring features.











VirusBarrier X

The ultimate antivirus solution for your Macintosh. Eliminates all known











Intego

ContentBarrier X

Protects your family from the dangers of the Internet so your children can surf in peace.











Personal Backup X3

Provides a full range of backup, restoration, synchronization, and cloning functions.











Intego

Internet Security Barrier X

The must-have Internet security and privacy suite for total protection for your Mac.







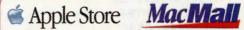




ChatBarrier X3

Encrypts iChat instant messaging sessions with unbreakable, militarygrade encryption.

Single-user, multi-user, and site-license versions available. Please contact our sales office.











ON THE DISC Ask Us oMalic 1.0; a searchable archive of every question ever answered in our Ask Us section

ask us

SILENCE THE VOLUME KEYS

When I adjust the volume of my Mac using the volume keys on my keyboard, my Mac makes a beep every time I press a key. How do I shut it up?

Hold down the shift key while pressing the volume keys on your keyboard to silence the beeps. Alternatively, you can squelch volume-key feedback for good: Open System Preferences, click the Sound Effects tab, and uncheck the box labeled Play Feedback When Volume Keys Are Pressed.

PRINTING FINDER WINDOWS

I find it helpful to print a list of a folder's contents. In Mac OS 9 this is easy (File > Print Window). In Mac OS X there is no such command. How can I print a window in OS X?

There are two methods from which to choose: the free built-in method and the inexpensive shareware method. The free method is less than ideal but works in a pinch. Simply drag the folder icon at the top of a Finder window onto your Print Center icon in Mac OS 10.2 or your Printer Setup Utility icon in 10.3. This prints the

contents of that folder but shows only minimal information. A better option is to use the shareware utility Print Window 3 (\$15, www.swssoftware.com/products/printwindow). This gives you tons more custom options, including the ability to print icons, decide what



information you want listed, and show multiple levels of directories.

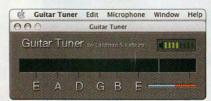
GOODS FOR GUITARISTS

I'm a guitar player—what guitar-related resources are available for the Mac?

Apple's GarageBand, which is part of iLife '04 (\$49, www.apple.com /garageband), is great for simple recording. IK Multimedia's AmpliTube Live (\$129, www.amplitube.com) and Native Instruments' Guitar Rig (\$499, www.guitarrig.com) are two great multiamp emulators. Starving musicians can download Laidman & Katsura's Guitar Tuner (\$9, www.rustykat.com), which works with your Mac's built-in microphone. If you can read guitar tablature (aka tab), roam the On-Line Guitar Archive (www



.olga.net) for free tab files—if you can't read tab, this site will show you how.



You can't tuna trout, but Guitar Tuner will help you tune your guitar.

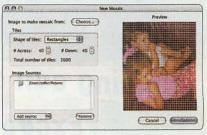
EASY PHOTOMOSAICS

Is there Mac software for creating those cool photomosaic pictures made up of lots of individual images?

There sure is—and it's free! Frank
Midgley's MacOSaiX (free, http://
homepage.mac.com/knarf/MacOSaiX)
can help you create one of these amazing
images. To create the mosaic, you can
direct MacOSaiX to use source images
from a folder on your Mac, or set it loose



on Google's endless supply of online images.



MacOSaiX can create photomosaic art from any image you supply.

WHERE'S THE VRAM, MA'AM?

I own a PowerBook G4, running OS
10.3.3. Some game instructions say I
need a video card to play, but I don't see
a slot on my notebook for one—does
this mean I can't play those games?
Most modern computer games need a
Mac with a lot of video memory (VRAM).
This is what game makers are referring
to when they use the term video card
(Apple calls the same thing a graphics
card). PowerBooks (and iBooks) do
not have a video card per se—Apple
integrates the requisite chips into the
book's logic board. To find out how

quick

I WANT MY NTFS!

Why can't I use NTFS-formatted volumes in Mac OS X?

NTFS (NT file system, as in Windows NT) is a proprietary Microsoft format. As of Mac OS 10.3.5, Macs can mount NTFS volumes as read-only, but command-line

jocks can get limited write access via the mount_ntfs command—learn all about it by typing man mount_ntfs in OS X's Terminal (/Applications/Utilities).

SCREENSHOTS 101

How can I take a screenshot of my entire screen?

Whether using Mac OS 9 or Mac OS X, the method is the same: Press Command-Shift-3 to take a screenshot of the entire screen. Bonus answer: Press Command-Shift-4 and draw a marquee around the specific part of the screen

you want to capture—or press Command-Shift-4 and then the space bar, then click any window or menu using the camera icon that appears.

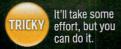


Press Command-Shift-4 and then the space bar to activate this windowcapturing camera.

HACK THE SIDEBAR

Can I add my own items to my Finder windows' Sidebar?







much VRAM your computer has, open the System Profiler (/Applications/ Utilities), highlight the Hardware: PCI/AGP Cards item on the left, and choose your display on the right to view your total VRAM. Keep this number in mind when reviewing the specifications for any computer games you may be interested in.



Our 8MB VRAM capacity just isn't enough to handle graphic-intensive games.

SKYPE TO THE LOO

My work buddies use a service called Skype on their PCs for talking to each other via the Internet. Is this available for my Mac?

Communicating vocally over the Internet is called VoIP (Voice over IP). This new technology allows you to make phone calls from your computer to other



Skype enables you to phone home—for cheap—via the Internet.

UNIX UNIVERSITY

ARCHIVE YOUR WAY

I've used StuffIt for archiving and compressing files for years—is there an equivalent Unix tool?

Creating archives of multiple files has been a Unix mainstay from the beginning-if you've ever seen a file with a .z or .gz suffix, you've encountered a compressed Unix archive file. Mac users know all about StuffIt Deluxe and StuffIt Expander (\$79.99 and free, respectively; www.stuffit.com), tools for creating and expanding SIT files that combine multiple files into one compressed archive for easy storage or transport over the Internet. The Unix equivalents are just as powerful, yet hardly as easy to use. Mac OS X's Unix underbelly contains a few different archiving tools, each with its own commands and switches. Gzip is one of many compression tools built into OS X. One common Gzip command is gzip filename. Typing this results in a file called filename.gz, which you can uncompress by typing gunzip filename.gz.

If you need to combine multiple

computers or to regular telephones.
Skype (www.skype.com) is one of the leaders in this emerging field, and its service is available for Mac OS X as well as Linux and Windows. Skype works like a regular IM client with audio support for chatting up your online friends, or you



can use Skype to make regular phone calls for about two cents per minute.

Sure can, just drag the item you want into the Sidebar. This will create an alias for the original item there so you can access it quickly from any Finder window.

WMV FIXER

How can I convert WMV videos into MOV, AVI, MPEG, or DV format?

Take a look at Ronin no Sakurakai Softronics' Forty-Two DVDVX Plus



(\$14.99, www .kaisakura.com /index2.html). This utility can convert a file from formats including Windows Media Format (WMV) to a number of QuickTime-friendly formats.



Forty-Two DVDVX Plus can make almost any video file QuickTime-compatible.

files into a single
file, you can use the tar
command. Files created by
the tar utility are usually called
tarballs. You can create a tar archive of
a folder by typing tar -c -f myfiles.tar
directoryname.

This creates a tar file called myfiles.tar at the root of your drive, created from your directoryname folder. To extract a tar file, type tar -xvf myfiles.tar.

That's all well and good, but we prefer to archive a file or folder by clicking it while holding down the Control key, and then choosing Create Archive Of "file or folder name" in the contextual menu that appears. Then again, there's still Stuffit.



Creating archives is a perfect example of Mac OS X's ability to make Unix usable.

BYO SUPPORT

How can I use my unsupported DVD burner in Mac OS X?

Mac OS X supports a lot of different CD and DVD burners, but not all of the available models. Christian Möller's invaluable PatchBurn II (www.macwelt .de/public/PatchBurn/PatchBurnIIb1en .sit) comes to the rescue. This tool will install drivers to make just about any CD or DVD burner work natively with Apple's iApps, including iTunes and iDVD. For a complete list of tested drives, head over to Accelerate Your Mac (www.xlr8yourmac.com/feedback/patchburn2_feedback.html) and check it out.

Seven years of handling tech support for Apple, Power Computing, and a Texas school district have given Buz Zoller Mac superpowers.

Submit technical questions or helpful tips directly via email (askus@macaddict.com) or c/o MacAddict, 150 North Hill Dr., Ste. 40, Brisbane, CA 94005.

Script Folder Actions

by Johnathon Williams

WHAT YOU NEED

Mac OS 10.3 (\$129, www.apple.com)

ike Clark Kent, the average folder isn't much to look at. Sure, it's great for organizing files, but that's about it, right? Wrong. Hiding within that unassuming blue icon are enough superpowers to impress even the most indifferent Lois Lane.

Welcome to the wonderful world of Folder Actions. In a nutshell, Actions let you attach AppleScripts to folders, so when you do something to the folder—add a file to it, for example—the script kicks into gear and does your grunt work so you can do something more important, like hone your X-ray vision.

We show you how to use AppleScript to transform an ordinary folder into a superpowered productivity hero. Even if you don't know AppleScript from applesauce, we've got you covered. We also show you how to convert preexisting scripts into Folder Actions, and we'll point you to some

ON THE DISC sample_script.txt

free, prefab scripts that you can find online. So duck into a phone booth and don your cape. We're going to teach your folders to fly.

It's a bird! It's a plane! No, it's a folder action! Supercharge your folders with the power of AppleScript.

Activate the Power

Folder Actions are dormant by default, so your first step is to activate them. First navigate to the /Applications/AppleScript folder. If you haven't yet installed the Script Menu in your Mac's menubar, do it now by doubleclicking the item labeled Install Script Menu. Then doubleclick the Folder Actions Setup icon. At the top of the resulting Folder Actions Setup dialog, check the box next to Enable Folder Actions. This is a systemwide change, so all of your folders are now fully scriptable. Leave the utility open, and proceed to the next step.



Rather than some gruesome superpower-creating accident, our powers come from the Folder Actions Setup Utility.

Grab a Handler

Handlers are snippets of code that monitor your Actionenabled folders and spring into action when you make specific changes to a folder. AppleScript provides five handlers for scripting Folder Actions; you can set a folder to execute its AppleScript whenever you open, close, or move a folder, resize a folder's open window, or add items to or remove items from the folder. We want our sample action to create a ZIP archive of any file we drop into the folder and attach the archive to a new Mail message. To get started, click the drop-down script menu in your menubar and select Script Editor Scripts > Folder Actions

SUPER FOLDER

Handlers > Adding To Folders-the Script Editor will launch and display that script.

A handler may sound like a monkey's friend or a CIA goon, but it's really just a tiny bit of code.

Script the Action, Jackson

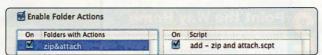
Now you need to insert the meat of the script between the opening and closing handler lines. Fortunately, Apple provides an excellent starting place with a sample Folder Action called Archive Added Items located at www.apple.com /applescript/folderactions/05.html. All we had to do was tweak a few variables and add instructions for making a new message in Mail. Copy our script exactly as it appears in the screenshot in step 4, right (or find it on this month's Disc in a file called sample_script.txt), and paste it in place of the line that says --insert actions here.



Pasting a script between the on and end commands will turn this handler into a fullfledged Folder Action.

Attach Script to Folder Now that your script is ready, you can attach it to a

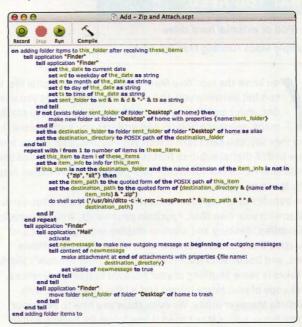
folder. On your desktop, create a new folder and name it zip&attach. Go back to the Folder Actions Setup dialog—you left it open in step 1, remember? Click the plus sign (+) at the bottom left, and navigate to the folder you just created. In the menu that appears, select the script you saved in step 3, and you're good to go. For a speedier alternative, you can attach and remove folder actions through contextual menus. Controlclick your target folder, and select the option you want. The contextual menu also gives you options to enable, disable, and configure folder actions. We prefer using the Setup Utility, but hey, to each his or her own.



The Folder Actions Setup utility controls all of the action-enabled folders on your system.

If You Compile It, It Will Run

After you've inserted the script, press the Compile button at the top of the window. If your script is free of syntax errors, the editor will indent and color your script to look like the one shown below. After compiling your script, save it with the name add - zip and attach.scpt in /Library/Scripts/Folder Action Scripts at the root level of your startup volume.



Cross your fingers and press the Compile button to see if your script is error free.

Take Your Script for a Test Drive

Grab some sample files and drop them into your zip&attach folder. If all is well, Mail will activate and create a new message with your zipped archives attached. If nothing happens, open the script in Script Editor, fix any remaining typos, and save again. Repeat until the script works.

Go Forth and Script

There are a few things to in mind before you race around the Web and grab more scripts to convert to folder actions.

Start with the Handler The first step to converting an existing script into a folder action is to add the appropriate handler, which should begin and end the script.

Celebrate Diversity Some scripts will become working folder actions as soon as you add the handlers. Others will require a complete rewrite. Usually the shorter and simpler a script is, the easier it is to convert.

Work Piece by Piece Because folder actions rarely display error messages, it can be hard to isolate where a problem is occurring. Make it easier on yourself by testing

scripts into smaller pieces. Just paste a line or a section in a new script editor document, and click Run. Specific error messages can help you pinpoint what's going wrong.

Consult the Dictionary If you need help adjusting a script for a particular application, try looking at its AppleScript dictionary. In Script Editor, select File > Open Dictionary to see a list of scriptable applications on your Mac. Double-click any app to load a dictionary of available script commands.

Dock 'Em, Danno For easy access, drag your action-powered folder onto the Dock.

Grab Freebies For free scripts and more scripting advice, check out www.macscripter.net, www.apple.com/applescript, and www.applescriptsourcebook.com



Johnathon Williams is still waiting for permission to put the AppleScript logo on his superhero pajamas.

Make Your Home Folder Portable w



by Niko Coucouvanis

WHAT YOU NEED

An iPod or external hard drive Multiple Macs running Mac OS 10.3

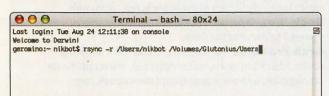
ou know the rap: Your Mac is the hub of your digital life. It's a conduit between you, the world, and the devices you use to document and share your world. It's also a place to stash road maps, reference points, and artifacts you gather along the way. But as they say, you can't take it with you—unless, that is, you build an escape pod: A digital sub-hub that you can take anywhere and use to recreate your Home environment—your personal Home folder, actually on any Mac running OS 10.3.

The benefits of taking your Home with you are legion: You can use any Mac with your own Mail, Keychain passwords, Web bookmarks and Favorites, desktop and window-display settings, Finder and application preferences, iTunes Music, iPhoto Pictures, iMovie Movies, and Documents folders right in the Finder window's Sidebar. All it takes is some shuffling of your Account system preferences, a quick copy of your Home folder, and a little quality time with the NetInfo Manager utility. We even show you how to sync your portable Home with a Mac-based Home folder for backup and to spare your iPod the uptime. Or go superstealth (and superdangerous) and keep all your goods on your iPod, with no evidence—or backup—on any Mac.

Who says you can't take it with you? For the ultimate digital lifestyle, carry your Home directory around on your iPod.

Prep Your 'Pod

We used an iPod to house our portable Home—it's an escape pod, after all-but any FireWire or USB hard drive will work. We also performed some NetInfo directory hijinks while logged into our own user account on our Mac, which can be dangerous—so pay attention. With your iPod or portable hard drive mounted on your Mac's desktop, launch the Terminal (/Applications/Utilities), and use the handy rsync command (see "Sync Your Stuff Remotely," Nov/04, p58) to copy your existing Home folder from the Mac's Users folder to a new Users folder on your iPod. Type rsync -a /Users/short user name/ /Volumes/your iPod's name/Users, substituting short user name and your iPod's name with the appropriate info, and press Return. The invisible Volumes directory is key—it's how your Mac references external hard drives behind the icon-based scenes.



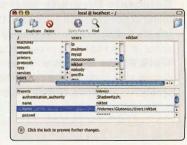
This rsync command tells your Mac to drag your Home directory onto an external drive.

Point the Way Home

Now use the NetInfo Manager utility to tell any Mac OS 10.3-empowered Mac how to find our new Home directory on the iPod. Launch NetInfo Manager (/Applications /Utilities) and select the slash symbol (/) in the left column, then Users in the center column, then select your user name (as in step 1, your short name appears, not your full name) from the list to load your user information in the lower pane of the NetInfo window. Click the lock in the lower-left corner of the NetInfo window, and enter your name and password. Select Home in the Property list, double-click the directory path listing to the right of it, then type in the path to the Home folder you placed on your iPod. We changed /Users/nikbot to /Volumes/Glutonius /Users/nikbot (with nikbot as our short name and Glutonius as the iPod's name). Now the system will look at the Home directory

in the external volume (in our case, Glutonius) when logging in. Save your changes (Command-S) before quitting NetInfo Manager.

NetInfo Manager stores a virtual trail of bread crumbs to our new Home.



Settle In

Before taking your mobile Home on the road, take a few moments to put your house-or Home, in this case, in order. Log out of your Mac (Apple menu > Log Out user name), and then log back in using your usual name and password. Everything looks the same, but you're now running off of your iPod-based Home folder. First, make sure permissions are in order. Highlight the iPod and press Command-I. Near the bottom of the Info window, click the disclosure triangle to reveal the Ownership & Permissions section and make sure the box next to Ignore Ownership On This Volume is not checked. If you use the Sidebar feature in Mac OS 10.3's Finder windows, you need to replace the shortcut icons for your Music. Movies, Pictures, Documents, and Desktop folders. To do so. select Go > Go To Folder and type in /Volumes; drag each of the above-named folder icons out of the Sidebar (poof!), replace them with the respective folders from /Volumes/your iPod's name/Users/user name, and you're ready to go.



The Finder window's Sidebar aliases point at our old Home—until we replace them.

Relax, Stay Awhile

Now that the Mac has your account information, plug in your iPod, and once it mounts on the desktop, log out (Apple Menu > Log Out user name), then log in with the account on the iPod. There you are, Home away from home! Just don't be a sloppy houseguest—read Home Maintenance (right) for some tips on proper etiquette while Mac-surfing from your mobile Home.



Now settle into any Mac with your own Home.

MacAddict's new How-To Editor Niko Coucouvanis can already tell he's going to dig this gig.

Make Yourself at Home

Before plugging your Home-enabled iPod into a foreign Mac, create a user account on that Mac and use NetInfo Manager to direct it to the Home folder for that account on your iPod. Open System Preferences and click Accounts—you need Administrator status to make any changes. Click the plus sign (+) in the lower-left corner to add a new user account, and fill in the Name, Short Name, and Password fields to match your Home Mac exactly. Click the Security tab and check the box next to Allow User To Administer This Computer, Click Login Options, and uncheck the Automatically Log In As box. Now fire up NetInfo Manager and tweak the path to Home as you did in step 2. If you're going for maximum stealth, go ahead and delete your Home directory from the Mac's Users folder—the system automatically creates this directory when you create a new user account, but since your Home folder is now on your iPod, you don't need it.



Create a user
account identical
to the one you
use on your
Mac at Home.

Home Maintenance

1 Don't set the foreign Mac to automatically log in to your iPoded account, or else other users won't be able to log into their accounts.

If Mac OS X denies you access to your Home or any of its sub-folders, check the iPod's Ownership and Permissions (highlight the iPod and select File > Get Info, or press Command-I). Click the Ownership & Permissions disclosure triangle, then the Details disclosure triangle—the short name of the account installed on your iPod should appear in the Owner drop-down menu, and the lock icon should appear locked. Also never, ever should the little box next to Ignore Ownership On This Volume be checked. Without ownership, other users can access your Home and even accidentally lock you out.

Running your iPod as a hard drive is fun, but it gives the iPod's disk an unnecessary workout—it wasn't designed for eight-hour shifts as a hard drive. Spare your 'Pod by rsyncing your portable Home folder onto a Mac while you use that Mac, then rsync it back to the iPod when you log out of that Mac. Delete your Home directory from that Mac, and nobody but you will be the wiser.



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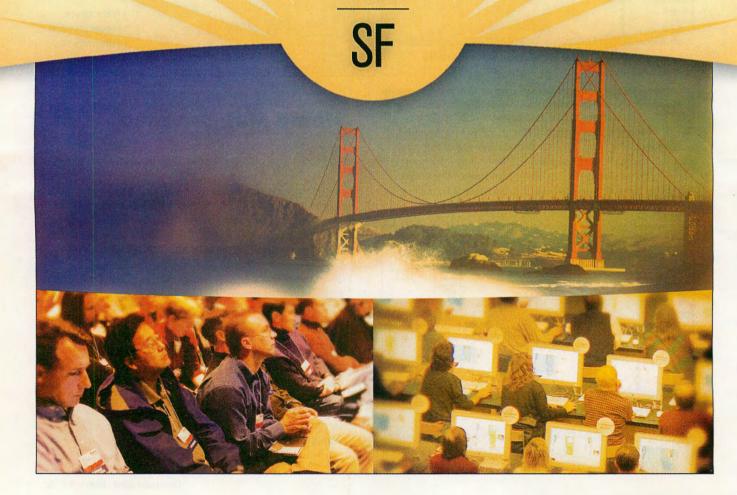
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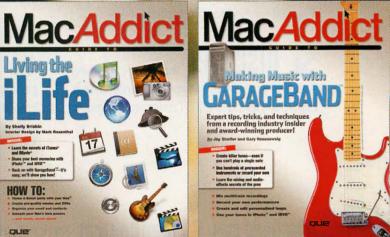
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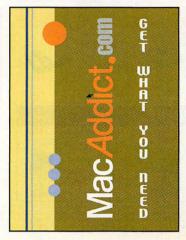
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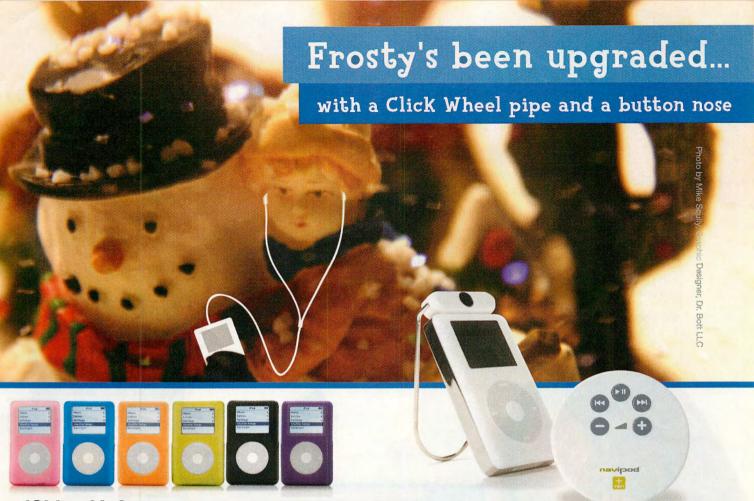
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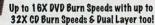












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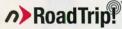


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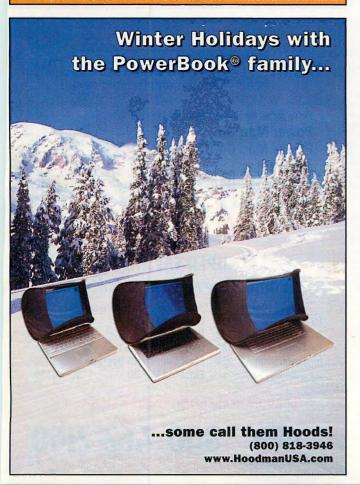
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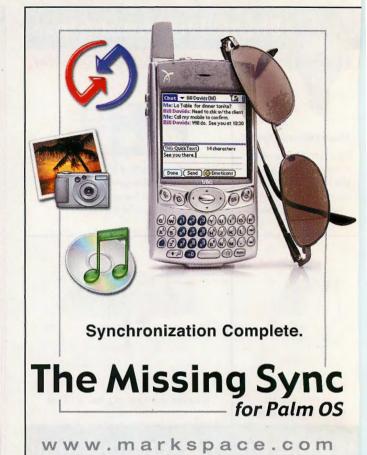
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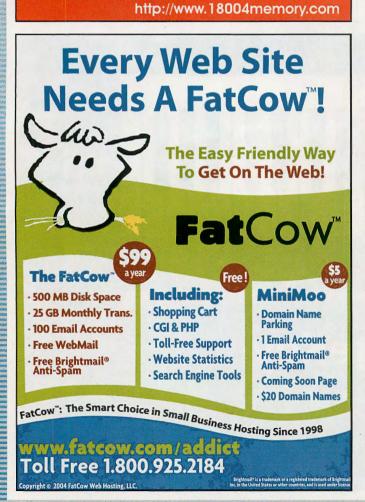
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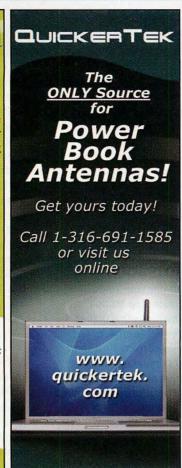








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I want to do a good deedwell, more of a look-youwork-with-idiots wake-up call. I bought a used PowerBook 5300 on eBay for \$25 a little while ago. I powered it up and the hard drive is chock-full of stuff: memos, photos of someone's kids, a remodeling budget. an address book, HR stuff, IT stuff...from CNN...from the Vice President of IT at CNN. I now know how much his lake house cost. I don't want to blackmail him, I'd just like to let him know someone on his team is a fool for not wiping the hard drive clean before selling the PowerBook. -Regina

Regina, I decided to edit out of your letter the name of the CNN VP—I want to give his IT minions the chance to get a running start.—Max

YOUR AD HERE

There I was, sitting at my kitchen table, wracking my brain to see how well I could score on the "3rd Annual MacAddict Geek Quiz" (Sep/04, p34), when I noticed that your Classic User heroine was holding a copy of my book, Mac OS X Panther All-in-One Desk Reference for Dummies! So equipped, I hope she'll be



This Classic User is no dummy.

able to handle her Panther questions. Thanks for a great Mac magazine, and keep up the good work.

—Mark L. Chambers

We accept your gracious compliments, Mark, and congratulate you on your deft sense of self-promotion.

—Max

MHZ MYTHOLOGY

In your July edition, a reader asked the one question most PC users want answered: "How is the Mac a better machine?" In your answer, you said, "Ask us about the megahertz myth later." So here I am, ready to hear about this myth.—Miguel Jette Simply put—really simply put—different microprocessors of different designs get different amounts of work done in each clock cycle; the speed

of these cycles is measured in megahertz (MHz) or gigahertz (GHz). An Intel Pentium microprocessor, for example, has to run at breakneck clock speed because it doesn't get a whole hell of a lot done per cycle. For more on the megahertz myth, check out "PowerPC vs. Pentium," Dec/02, p30.—Max

CHO IS GOOD

Following your guide
("Create Stop-Motion
Animation with a Digital
Camera," Aug/04, p74), I
managed to create a short
and skimpy Lego stopmotion animation over the
summer. Not bad for a bored
13-year-old, is it?—Max Cho
Keep it up, Max, and Steve
may find you a position at
Pixar.—Max



Here's a scene from the gripping Showdown at the Lego Corral.

FROM WAN TO LAN

Your review of Apple's AirPort Express (COC) Oct/04, p48) is mistaken in its statement that the Express has no wired LAN port. Although the default for its Ethernet port is set to accept WAN input from a cable or DSL modem, and although all examples in its documentation show the Express used as a WAN access point, the Express can function as a LAN port-just change its setting with the Express Assistant. -Iohn Vega Good catch, John, For more info, check out http://docs .info.apple.com/article .html?artnum=108038. -Max

MISOVERESTIMATED

I needed the latest version of iPhoto to update my database, so I figured I'd have time to run to the store to grab a loaf of bread-but then the update dialog told me it would take 25,147,567 hours to update my database! After a moment or two, however, the estimated time went down to under a minute, then finished up. Had the original estimate been correct. I'd have had until late June 4875 to fetch that loaf .- Tony Jonick

TRIM THE FAT

iBLING-iBLING

OK, I've been seeing some commercials lately by HP that proudly say "Introducing the Apple iPod by HP"—'sup with that?—Sequoia Armstrong Wassup is that HP and Apple have entered into

What part of Mac OS 10.4 Tiger most makes you purr?

Survey Says

Here are the results of our August 2004 survey. Check out www.macaddict.com each month for a new online poll. 32% Spotlight's power-searching

9% The hypoallergenic dander

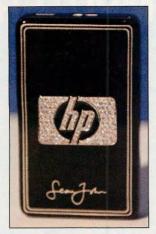
29% Dashboard's widget-wrangling

17% Automator's point-and-click scripting

13% iChat AV à quatre

664 respondents

PHOTOGRAPH BY MARK MADEO



We prefer lonathan lye's design to HP's (shown here).

an agreement allowing HP to add its branding to Apple's iPod-same innards, different logo. For the MTV Music Awards, HP presented one to Mr. Subtlety himself, P. Diddy (aka Puff Daddy aka Sean Combs), encrusted with more than 120 diamonds.-Max

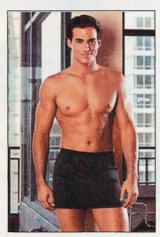
FAR FROM THE MADDING CROWD

When I recently renovated my bathroom, I chose my colors carefully: a calming blue with metallic accessory accents. When my project was complete, I realized that my blue was similar to Bondi blue and the metallic accents were similar to those on the fancy new G5. I now have an Apple bathroom filled with past issues of MacAddict-no disrespect

meant. I can get my best reading done in the peaceful beauty of Bondi blue, and no one will disturb me. As we all know, the pot is the only sanctuary most of us have from the common annovances of daily life.-Quinton Viskup

BRIEF REPORT

In your review of the microfiber Notebook ScreensavRz (00000 Sep/04, p55) you said, "We want a pair of boxers made out of this stuff." Well, check these out: www .jockey.com/en-US/Catalog /ProductDetails.htm?CS_ ProductID=1067&CS_ Category=Boxer&CS Catalog=Men. Now you know why I smile a lot. Oh, and I don't look anything like the model.-Charles Kuttner False modesty, Chas?-Max



These undies come in a nice package-or is that vice versa?

READER TIP

In "Create Stop-Motion Action with a Digital Camera" (Aug/04, p74), the fifth step-changing the framerate from 15 fps to 30 fps-can be quite tedious. If you have a registered version of QuickTime Pro, you can skip steps 4 through 7: Just launch QuickTime Player, then select File: Open Image Sequence. Locate the folder that contains your last import in your Photo Library, select the first picture of the sequence, and click Open. Select the desired framerate (anywhere from 10 to 60 fps), click OK, then export that sucker!-Daniel Mulford

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Contest Rules The judges will be MacAddict editors and will base their decision on 33 percent humor, 33 percent originality, and 33 percent creativity. All entries must be received no later than December 31, 2004, with the winner announced around April 2005. By entering this contest, you agree that Future Network USA may use your name, likeness, and Web site for promotional purposes without further payment. All prizes will be awarded, and no minimum number of entries is required. If two or more people enter identical winning captions, the entry received first will be awarded the contest prize. Prizes won by minors will be awarded to their parents or legal guardians. Future Network USA is not responsible for damages or expenses the winners might incur as a result of this contest or the receipt of a prize, and winners are responsible for income taxes based on the value of the prize received. Allst of winners may also be obtained by sending a stamped, self-addressed envelope to Future Network USA (a MacAddict Contest, 150 North HIID Ir., Ste. 40, Brisbane, CA 94005. This contest is limited to residents of the United States. No purchase necessary, vold in Arizona, Maryland, Vermont, Puerto Ricco, and where prohibited by law.

Congratulations to Russ Aviña who won Slim Devices' Squeezebox Wireless streaming device (\$279, www .slimdevices.com).



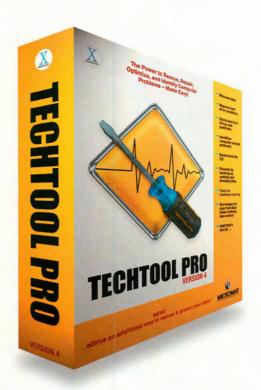
Excuse me, Ms. Jackson, I believe you dropped this.

BRISBANE TECH SUPERCOMPUTER

ot to be outdone by Virginia Tech's System X (see page 12), Brisbane Tech recently announced the completion of System EX, a supercomputing cluster that comprises a pair of Macintosh Classics, one Apple IIc, one Newton Message Pad 120, and a herculean 233MHz Power Mac G3 desktop (sans case) equipped with a NewerTech MAXpower G4 upgrade card. Augmenting the

cluster's mass-storage system are two floppy drives: an 800K External Drive and a rare 143K Disk IIc. Lead Engineer Noah Tsutsui described the mood during the cluster's first startup, saying, "When the watch icon appeared onscreen, [the team] went through the roof with excitement. We just can't believe the power of this thing."





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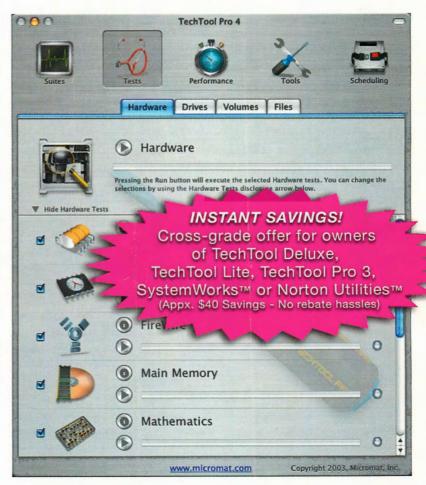
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